FOREWORD/DISCLAIMER

Before you all read this document, I acknowledge the consequences that I am about to bring onto the JToH Community and to an extent, the game itself by publicly releasing this document for everyone to see and read through, which I've kept away from everyone for the past several months due to suppression and censorship from the JToH Team.

I am willing to take any of the following responsibility of what will happen post-publishing of the document, including: The amount of drama that will occur from the publishing of this document, alongside accepting any intentions of the JToH Team banning me permanently from their Discord server and from the game entirely, alongside the removal of all my contributions from the game and my towers from the #tower-whitelist for letting the truth get out.

I will not take any responsibility for any of the consequences that are going to follow on the side of the JToH Discord, the JToH Community, or the game's state post-publishment of this document, nor will I take responsibility for the people within the JToH Team that will be included within the document that are going to be affected, positively or negatively.

Any attempts made to go after me in an attempt to negatively affect my personal life in any way, including towards my family, friends or colleagues *will be met with the blocking and reporting of your Discord account, and if necessary, legal action if extreme measures against me are taken.*

Such attempts include: Harassment, stalking, doxxing, hacking any of my accounts and social medias, forgery against me, ordering takeout to my living space without my knowledge or consent, identity theft, DDoS attacks, death threats, IP leaking, invasion of privacy, and any attempts made at censoring, covering up or deleting this document, alongside any attempts at negatively affecting my public and private lives, such as threatening my job security, stalking me in other communities for the sole purpose of malicious intent and so forth, will also be met with immediate action.

The document in question is created with no malicious intent towards the game, its developers or its owner in question, its intention being made with being able to share everyone my experiences and story on working on the game from a first hand, uncensored perspective for educational purposes, critical thinking, criticisms, free speech and sharing my opinion on a matter.

Any questions you may have about the document's contents are to be referred to the Discord account: Lightsynth#7896.

Do not contact me with malicious intentions of negatively affecting me or my personal life. Legal action, alongside the reporting and blocking of the offender's discord account will be taken if the offender attempts any of the following crimes listed two above in any way.

And lastly, to the individual that's reading this, *please* read the entire document first before you draw any conclusions, or make any statements, accessions or conclusions on this document for yourself with the contents provided below you and everyone else to read.

Use the bookmarks on the left with the express intention of resuming the chapter you left off from, as I would recommend taking breaks in between categories, alongside adding this page to your favorites tab in order to come back to this document whenever you wish to do so, in case you forget the link, or the link becomes unavailable in your server the document was published in.

Trigger warnings: Mentions of suicide, mentions of bodily harm, mental health issues, stress, isolation/loneliness, split-personality, neglect, verbal abuse, mistreatment, pedophilia, grooming, false pedophilia/grooming accusations, mentions of NSFW artwork, mentions of distributing CP, emotional manipulation, backtalking, backstabbing, gaslighting, death threats and stalking.

If you understand all of this, alongside the terms and conditions imposed upon you, the reader, you may continue with reading the document below you.

With that disclaimer and foreword said and out of the way, grab yourself a snack, a drink, and I hope you will all enjoy reading this document and learning something new.

Thank you, and without further ado, let us begin with…

My Exposal of the JToH Team

(And the JToH Community's Toxic Side)

INTRO

Hello, everyone. Ari here, or Safari, or more commonly known as Lightsynth back when I was part of the JToH Community and its JToH Team, more precisely, a former developer for the game known as Juke's Towers of Hell.

I hope that you all have gotten comfortable on my server as of late. It's pleasant seeing people from the JToH Community still wanting to know what's going on with my life after I left the JToH Discord and its community, and know how I'm doing and socializing with me on a daily basis.

Thank you to everyone who joined, and want to keep me in company and stick around to see what my next chapter is going to be like. And to those who managed to get their hands on this document that haven't joined my server, before the link to this exposé presumably got deleted from whatever Discord server you were in, especially the JToH Discord, welcome aboard this journey that I've written for you, alongside everyone else to read and get a firsthand perspective of what working on a game I loved and was passionate about.

As glad as I am to those present in my server, and that I've finally managed to move on from the JToH Community and its toxicity, I still have one last series unfinished businesses before I can truly move on from the JToH Community itself, as well as to an extent, give myself the real peace and closure from the game.

Now, the question you all may be curious about is most likely this:
Lightsynth, or Ari, why have you kept us in the dark about this 400-page exposal manifesto away from us, and why are you only suddenly revealing it to us now?

Well, it's the fact that I have some unfinished business to settle with the JToH Team, alongside the more… toxic side of the JToH Community.

I started working on this document around late February this year, and have been trying to keep this under wraps as hard as I can so that it wouldn't get out for everyone to see early with a few people here and there, especially when it comes to what the JToH Team would do to me if they found out about this.

Had I tried to expose the JToH Team and the JToH Community initially with the initial resignation letter, the JToH Team would have instantly silenced and prevented me from telling my story about my time under the JToH Team to everyone, alongside the fact that if anyone had gotten their hands on this document or heard about it, you'd bet the JToH

Team would have banned me from their game and Discord server much, much sooner, with far less exposure on this document being revealed to everyone, which would have allowed them to sweep all of this under the rug and barely, if at all be affected by whatever I had to say.

That is about to change with the publishing of this document, though.

Besides, I have never really told anyone my side of the story about how my experience and time within JToH's development and inner circle was truly like, whereas the JToH Team has had a tendency to often blame me for certain updates and development choices, which I was restricted in what I was allowed to work on while under their thumb, especially from the inner circle of the team monitoring everything.

They would often paint their picture of the story and put me in a bad light and tell this story from a one-sided narrative, rather than be truthful about what was actually going on, or let me talk about my experience working with them and the community, with them forbidding me to not tell anyone of information exclusive within the staff-exclusive channels in fear of drama being started in the community, despite the fact there's still a ton of drama that needs addressing on their behalf that they end up ignoring, especially in their Discord server's more popular channels, such as #general, #jtoh-discussion, #tower-development, and so forth.

And yet, a former developer telling their firsthand experience to everyone is what concerns them the most.

I'll start off by saying that I got my idea in wanting to make this document for a very long time now, but never had the actual courage in wanting to expose all of these problems out to the public.

Doing this, while I was a developer or staff member, would have ended with me getting demoted much, much sooner, and at worst, get me banned and silenced outright from the game for revealing this kind of information to everyone in the community, or even worse, get me fired from my job in real life if they think this is damning enough to a point where I am going to ruin their only source of income and hobby, despite the fact that this is a pretty niche game with a small playerbase compared to the other, bigger games on Roblox.
But when did I really want to get to work on writing this exposal document, and how did it all start?

Well, around the start of 2023.

More precisely, half a month after the “Lightsynth strike” that occurred during December, while I was grinding the Tower of The Dripping Amalgam, an Extreme difficulty tower situated in Zone 6.

We all know that I had temporarily left the JToH Discord some time in December because of this incident, but what you all don’t know, is that during my self-exile from this game, I was reflecting on everything that I had apparently done wrong during my time spent on JToH, which all boiled down to several particular issues: My deteriorating mental health, which came from a multitude of things, but also one thing that was related to JToH and its management: Negligence, alongside a lack of proper management and social camaraderie within the JToH Team, in favor of toxic ideals and quite a number of infighting between developers and staff alike, alongside what it has caused the community as of late to become when it comes to standards regarding towers.

Compared to a lot of the JToH Team members, I’m not just someone whose sole purpose is to be a developer for some tower-climbing game that I’ve admittedly started to lose interest in post-Ring 9 for a number of reasons, which I’ll get into later within this document.

No, compared to most of them, I wanted to try and be social, as I, during my self-exile in 2023, found out that I am extroverted and have a fear of loneliness/isolation, whereas a vast majority of the JToH Team and most of the community are introverted, and don’t care much about being social and often work on things by themselves, so their understanding of where I was coming, especially in regards to my problems and issues, fell on deaf ears whenever I would try to complain to them about this, with them often leaving me out or refusing to listen to me, especially post-demotion.

But there’s more to it than just that.

I have, throughout my 4 years within JToH, witnessed countless times that drama would occur in this community, whether it be something as small as difficulty placement and opinions on towers, or other irrelevant topics that for some reason end up starting pointless drama and in-fighting between people on the Discord server that the JToH Team doesn’t really do much about.

And then you have something huge, such as someone being ousted as a groomer/pedophile, a transphobe, a homophobe, or people in general being very nasty for several reasons, etc..

Not helping the fact with the recent excessive amount of LGBTQIA+ advertising on the Discord server and through the game with the ingame pride shop, along with the game and especially the JToH Discord now being a hangout for furries, the JToH Team keeping so many incidents and other dramas in the past under wraps and censoring it, with even some JToH Team members not liking the very team that they're working for, yet, have to put on a facade to avoid being punished, silenced, demoted or even outright banned, on top of people in the community looking down on and shouting at you for not following the norms within the server, or within the game, or just in general being a human being whose sexuality is straight and cisgender that even gets you in trouble nowadays, for some reason.

Then there are also internal issues, disagreements and drama within the JToH Team, which usually ends up with someone's demotion/punishment, JToH Team members shittalking people in the community or among themselves and especially towards ex-JToH Team members that have a controversial history behind them, only for the JToH Team to silently sweep all of this under the rug and leave people to speculate on what's going on or what happened, rather than coming out and being truthful about what's happening behind closed doors.

That, and I'm pretty sure people are understandably upset that some of the JToH Team's decisions throughout the years have been… questionable, to say the least, especially from the higher-ups spearheading the game's development that I was actively working on for over 4+ years, basically and been very adamant about keeping communication to a barebones minimum, even outright vague or borderline silent compared to the earlier years.

I've been waiting for a very long time to tell people my story on how my experience within the JToH Team was like, alongside some of the most notable events, developments and incidents that I have witnessed and even been part of, and finally being able to be the one to rip the bandaid off of these events that the JToH Team have tried so hard over these years to cover their mistakes up to keep their brand afloat.

But this only results in people ending up spreading rumors and false allegations left and right, both from within the JToH Team, and from the community itself with members within the community, or hell, even some members within the JToH Team not knowing any better as a result of the JToH Team's failures, which many in the inner circle, such as Vendetta06 and the game's Administrators and Co-Owner have coped hard and tried to disprove countless times that the JToH Team has learned from their mistakes, yet, it's made very clear that they really haven't and continue repeating the same issues, rather than improving upon them or fixing them, and people, from my experience, have grown

tired of seeing this happen time and time again, yet, no one wants to say or criticize anything about these issues out of fear of being punished or silenced.

I'm here to finally change that.

And hopefully, after you've read this document that intends to show you what I've seen and been through, you will all realize and come to understand that you shouldn't trust everything the JToH Team says or does, alongside gaining a better understanding of what the game's management and its people behind closed doors truly are like from the perspective of an insider who, since 2019, was once a loyal and passionate developer working on a game they loved and enjoyed.

Going from that, to becoming someone who became more isolated and a social outcast, becoming burnt out and pessimistic of how the game has evolved over the years and, from experience, has set itself on a course towards its imminent downfall, especially with how it has affected the game's management and its community.

All it would take, is for one person who's in, or was in the JToH Team, who has gone through abuse, neglect and has repeatedly been looked down upon by the game's management and even some members of the JToH Community to an extent for not conforming to everyone's ideals in order for the JToH Team and its management to come crashing down and hopefully bring some much-needed change within their structure that it's been desperately needing for a long time now.

Without further ado, it's finally time for me to rip the bandaid off that the JToH Team has forbidden and suppressed me from telling everyone, and tell you guys of…

MY DEVELOPMENT HISTORY WITHIN THE JTOH TEAM.

Written by Ari, a.k.a.: Lightsynth
Told from my first hand perspective, from Spring 2019 to Spring 2023.

2019 - Humble Beginnings

(From war clan high rank to game developer/helper, problems of self-loathing, self-doubt and mental health issues.)
(Arcane Area, Zones 1, 2, ToRRA Incident, Ring 4 Massacre & Halloween 2019/Christmas 2019)

Chapter I: My First Introduction to the Game

I first started playing this game sometime around January of 2019, fresh after leaving the war clan community and while being part of the Survive the Disasters 2 community, the former of which was getting especially toxic around this time, going right down to degeneracy levels that included instances of doxxing, harassment, exploiters, cheaters, you name it.

I found the game initially through Vyriss' badges, the creator of STD2, the badges of hers were on public display and I found a badge of hers related to KToH that caught my interest, so I gave the game she played a go.
Little did I know, this would mark the beginning of a new chapter in my life.

I joined this game's community around the time ObrenTune was the owner, back then going by the name of Kiddie_Cannon.

Compared to today, these days during the KToH era were far much simpler times, both in standards, community and overall in terms of quality of what the game was aiming for.

Now, granted, there was still toxicity and elitism between players around this time, and I was still having a whole bunch of self-esteem problems that carried over by the next 1-2 years to some extent, especially prevalent throughout the 2019 era, back during my second year of college.

Compared to now, though, the elitism and toxicity was still there, just toned down in contrast to stuff like war clans or other more popular games because of how niche the KToH was back in the day.

I clearly remember working my way up to Ring 3 or 4 before making my first tower, which was known as Tower of Sword Jumping, themed around and inspired by my sword clan that I used to be a pretty known clanner, the clan in question going by the name of Sapphire Guard, led by Cyrashin, now known as Mynded.

While other builders around me were skeptical of the tower pretty much breaking the rules because it required items to complete, in this case, a sword that you can drop in front of you, it was seen as incredibly innovative for the standards at the time and was rated as a soul crushing difficulty of Extreme by Ludovinci back when he was a staff member for the game, a few weeks after KToH had died and later revived by Jupiter_Five, now going by Jukereise, the co-owner of KToH at the time.

Yeah, we're getting to this really soon.
The main gimmick of the tower was that you would have to drop your sword in front of you as a temporary platform to hop and jump off of and regain your sword in your inventory again. This was an incredibly precise technique that would require playing around your internet's lag/latency to make use of, which would get kind of messy when multiple people were on the same server as you, which made the tower mostly RNG.

I often used this technique during my sword clan days in order to get to high places that other war clan members would not often expect, and get the drop on the enemy clan's players from high places you normally couldn't reach without utilizing this strategy.

Really though, I didn't mind how towers back then used to be like, though, I did take note of how frustrating and irritating it was whenever I fell to some kind of unindicated trap that just screwed you over for no reason other than for the sake of pissing you off, but I didn't really mind it, as this was a rage-based game at the time, though, I didn't necessarily agree with how it handled the whole rage aspect.

Then, we all know what happened after February.

3/3 happened.
I was just minding my own business, working on my first tower until I saw what happened on the KToH discord server.

ObrenTune had pretty much destroyed the whole server, and put the game on lockdown.

It came as an absolute shock to not just me, but to everyone else around this time, as it was shut down for seemingly no reason and I can't really recall what tower I was grinding during this time, either.

I think I had unnerfed Tower of Shattered Dreams as my hardest beaten around the time, which technically had me beat an Intense, which was pretty fucking impressive during the KToH era days.

Those who were around at the time knew how bad this day was, seemingly as if the game was going to be unceremoniously killed off by ObrenTune, because of some incident that happened behind closed doors, which no one really got information out of.

Now, the real explanation for why this incident happened in the first place was because of a heated disagreement between ObrenTune, AwesDoggo and another staff member that I don't recall the name of, both of whom promptly got demoted after ObrenTune got pissed off at them, and the following drama that ensued, coupled with past drama in general having been a burden for ObrenTune to handle, caused him to have an enormous meltdown that culminated in what you all know as the legacy that is ***3/3.***

Now, this absolutely did not warrant the death of the game because of Obren's tendency to overreact to certain incidents as an owner, which he had done prior before this, and in all honesty, this incident is just laughable to look back on.

In general, whenever there was something serious that happened during the KToH era, the game would go into a shutdown/maintenance mode mainly because of drama, or Obren would do something completely stupid like get Jukereise to commit themselves to the whole Slamo Massacre thing because Slamo's creator; awesomecoolpop, drew a piece of NSFW art featuring his character, coupled with them being weird in general and making fanfictions off of that Obren ended up flipping his lid over, rather than trying to professionally keep this under wraps and later clarifying the reasons why he did what he did, according to what I know from my time within the JToH Team.

This kind of behavior more or less resulted in the dev team wasting time and resources where Obren got Jukereise to "kill" Slamos around the game rather than just ignoring them, removing them or focusing on anything else besides it like any sane person would.

As an artist himself, I thought ObrenTune would know to separate the art from the artist that even today's staff team have a problem with, especially in regards to upcoming incidents later down the line, but we'll get there when we get there.

Eventually, Obren deleted the old KToH Discord server, but not before Jukereise posted a link to her personal server for people to join in before the discord server that made up the old KToH Discord shut down.

Jukereise, in her personal server, took ownership of the game from Obren after a community poll regarding what should be done about the game.

Obren during this time was suffering from severe mental health issues, and in his DMs with Juke, told her to do “whatever you’d want with it”, and so she did by taking over the game as its owner, especially after a majority of the community claimed they wanted the game to come back and for them to continue playing a game they genuinely enjoyed.

What happened next?
Well, that’s easy to answer: The game was revived and rebranded as **Jupiter’s Towers of Hell**.

The game was basically restored back to what it used to be pre-3/3, thanks to Feodoric, a former staff and dev member who, without him, we probably wouldn’t have gotten the game we have today, and you have both of them to thank for making this possible.

Not to say that some of the other old staff members could have also had auto-saved files of the game saved on their computers around this time, but if they did, they were also a decently reliable backup in case Feodoric didn’t have a recovery version available.

I rejoined the community now under Jukereise’s ownership, and continued as normal and even attended a contest that was about to happen, because of how positive the reception to Tower of Sword Jumping was, and that I was encouraged to make something for the contest.

Now, you all may be wondering:

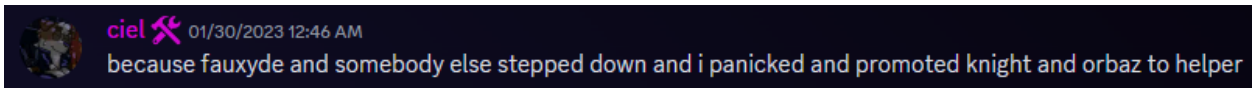
Chapter II: How did I get promoted to Developer and Curator?

I started working on this game as a developer in **May of 2019,** around the time during the Wacky Frames contest when Ciel, back then known as blendbadboy112, saw the frame for my citadel entry: **Citadel of the Holy Trinity.**

This citadel apparently amazed him and the other staff so much, coupled with the gameplay it had to offer that he frequently monitored on, after which, he gave me, alongside Knighterisk Verified Builder and Developer on top of that after I asked if I

could help out with working on the game, especially as I was becoming somewhat known around the community around this time.

This was seemingly a rushed decision on his behalf, though, as he would later claim years later, a.k.a.: 2023, as he claimed we were replacing Fauxyde and someone else that stepped down from the JToH Team around this time.


ciel 01/30/2023 12:46 AM
because fauxyde and somebody else stepped down and i panicked and promoted knight and orbaz to helper

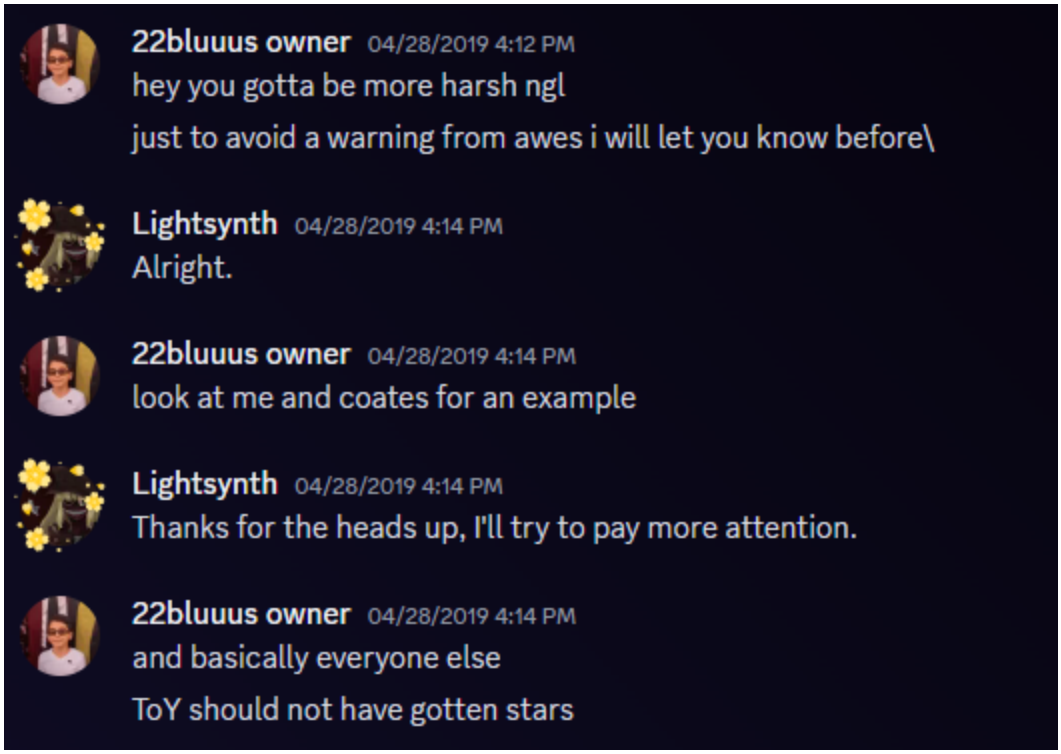
Thanks to Ciel and the staff team's decision to promote me after I literally showed them the citadel for the Wacky Frames contest, which, I still don't really think I deserved Verified Builder even for that, PLUS Developer; I quickly went to work to get started on fixing up some of the smaller issues throughout the game and implement small things that were quality of life changes at the time, which nowadays just feels like they've always been there.

Examples include: ToTS' killbricks and other killbricks in general emitting gray-colored skull particles, Z-Fighting fixes throughout the towers alongside misalignment fixes, design tweaks, several minor bug fixes that annoyed players, alongside most of the other KBs throughout the early KToH-era towers that emitted gray particles.

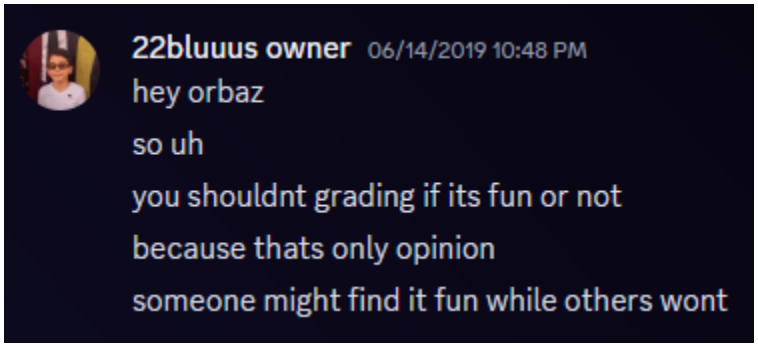
I was also interesting in helping review some of the tower submissions, which they seemed somewhat reluctant at first in giving me a task such as that, but I quickly managed to convince them that it would help the game and the curators at the time if I joined their ranks and help sort out which was passing and which was failing and help with getting good content added to the game.

I was initially a pretty lenient and friendly curator around this time, a huge contrast compared to how harsh and strict people nowadays view me as.

However, one reminder from AwesDoggo and Skittles about me being too nice quickly changed me from lenient to being the harsh person you know in an instant.


22bluuus owner 04/28/2019 4:12 PM
hey you gotta be more harsh ngl
just to avoid a warning from awes i will let you know before\
Lightsynth 04/28/2019 4:14 PM
Alright.
22bluuus owner 04/28/2019 4:14 PM
look at me and coates for an example
Lightsynth 04/28/2019 4:14 PM
Thanks for the heads up, I'll try to pay more attention.
22bluuus owner 04/28/2019 4:14 PM
and basically everyone else
ToY should not have gotten stars

This really showed that the JToH Team around the time actually cared about the curators following the format and enforcing the format's standards, whereas curators nowadays won't even remind their colleagues about any mistakes or issues they have with their reviews, despite the fact that standards back then are now severely outdated compared to today.


22bluuus owner 06/14/2019 10:48 PM
hey orbaz
so uh
you shouldnt grading if its fun or not
because thats only opinion
someone might find it fun while others wont

Despite everything, enjoyment was, and still is seen as subjective, despite the fact that there are towers ingame a number of players can agree on aren't that good in terms of enjoyment, and share one another's opinions on the tower's enjoyment factor.

And this was all after Ring 6 was released to the public, which, after all of this was done, I pretty much started getting to work on making new content for the community.

Starting by hosting a small contest that would inevitably end up with releasing a subrealm that wasn't going to come out until a year and a half later.

I'm, of course, talking about…

Chapter III: Arcane Area

Believe it or not, this was my very first ever lobby I made for this game, and believe it or not, it was originally meant to be for Ring 2!

Until years later, in which Jukereise would inevitably replace it with Garden of Eeshøl, which was originally called Garden of Eden, and had both me and Clloy, who was a developer around this time, move it to Zone 2.

This was the first ever subrealm confirmed for the game that actually had towers or any kind of content people would do that wasn't considered an event. Minus the inclusion of Ring 2 getting a slight revamp in its design, which, my contribution to it is still present in Ring 2 to this day, though, I admit some things in Ring 2's lobby could receive an overhaul in its design.

Man, just thinking about this contest is nostalgic for me.
Obviously, the content within Arcane Area today is very outdated compared to today's standards, but it still has a nice early JToH-era vibe to its steeples' gameplay, and a few still hold up pretty well even to this day, in my opinion.

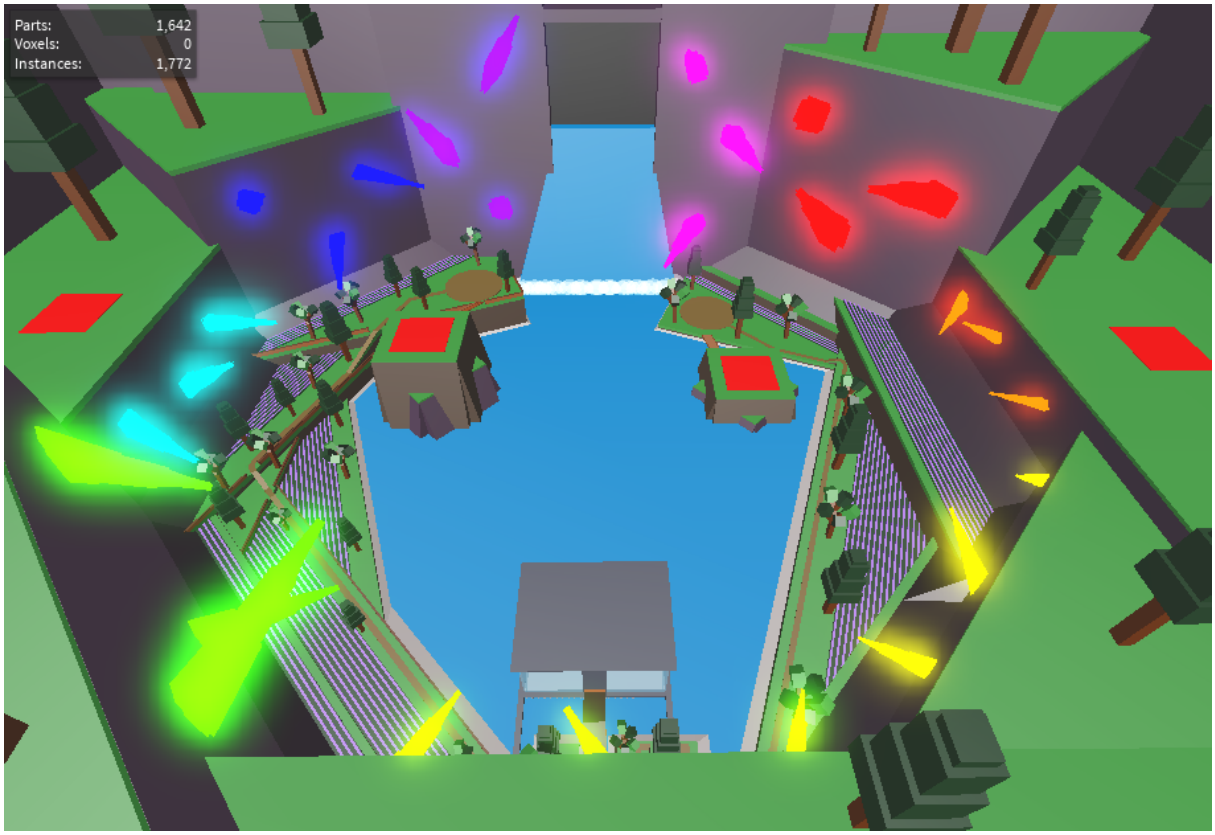
It's very clear that standards back then were very low, compared to now.
I, CoatesUltimate1 and IceNSalt were the judges for the contest, and we each gave our opinions and scores on the submissions and averaged them together to form a final score overall.

This contest actually had to be split up into 3 rounds, just because there weren't enough steeples and towers that were deemed acceptable or good enough for the suberalm, which never would fly by nowadays, obviously, but more-or-less because I didn't want the subrealm to be too short-lived or lacking in content. Much different compared to today's contests, where there's only one round and that's it, what you get is what you get, even if the submissions that get ingame aren't always all that they're cracked up to be.

Anyways, this subrealm was originally going to have a boss battle in it when you complete the whole thing against a kraken monster called "Arcannie", which would award you with some item related to magic or crystals.

However, due to how primitive everything was at this time, even with someone such as Youtubetroll1510 or Knighterisk being around, this was a concept that wasn't going to happen, unless this concept gets revisited now with the current developers, and I doubt this idea is ever going to happen with what they have in mind for what to work on.

Back then, this is what it looked like way back around 2019.



Compared to the final version you all got with the redesign to fit the "magic/crystal"-themed area more, alongside the fact that this was moved to Zone 2, this lobby was much more Ring 2-styled, on top of generally being more simplistic in terms of design compared to the current lobby.

Now, for the time, this was actually seen as far too detailed by the JToH Team. Funny, seeing as compared to nowadays where something like this would be low detail akin to something like Zone 7 or 8's lobbies.

This was even where I was first introduced to some of the older builders that would eventually get Verified Builder, and even gain JToH Team roles later down the line of my development history, whom I got to know around this time period back in the day, too, such as Salveritie that submitted that absolute joke of a steeple called Steeple of Boiling Springs, the steeple in question being the origin of how I coined IceNSalt's well-known "*die and bad*" quote from, AbstractMight with Tower of Unearthed Discoveries,

ItsPr3d and CrayZe50 with Tower of Arcanium Zenturing, the latter of which went on to make ToDT and Crazy's Kaizo Regions, or AzaZeaII being well-known for Tower of Crystal Darkness, who would later on go on to become a Helper and make several towers for the game, both modern and classic.

To put it simply: These times were so innocent and nice.
I look back on this lobby alongside the contest with fond memories, despite how the steeples in the Arcane Area haven't kept up to date that much with the more modern towers nowadays.

Unfortunately, one entry that won the contest, it actually being the first place entry, was Tower of Icy Adventures, and it would not have a nice story to it.

This tower unfortunately did not get a good reception when it was first released and was later temporarily removed from the subrealm due to Hypersleep's request, while Hypersleep went to work on several revamp that would promise a version of ToIA that was of much higher quality and with a better story to it.

Matter of fact, ToIA got revamped, quice. *(4 times)*
With each revamp, Hypersleep just ended up getting more and more desperate and stressed out, as standards for what passed and what didn't continued to rise and he couldn't keep up, until he eventually managed to settle on a revamp 2 freaking years later in December 2021, which the staff team eventually just accepted from Hyper to prevent him from digging himself further into his own madness and desperation.

Keep this tower in mind while you're reading through this, as I want you to remember this when we get to Christmas 2021 much later down in this document.

Also, there was Tower of Crystal Darkness by AzaZeaII, a Remorseless difficulty tower that, despite me and the other judges liking the tower, it just had way too many parts and it's honestly a huge shame that it had to be cut from the contest, because this tower had some pretty solid potential overall for what it was worth and would have easily been a hit in the Arcane Area subrealm, or even in Zone 2 if it was optimized well enough.

That isn't to say that I did have some doubts about myself when I started working on this, though.

The hype I generated through this subrealm and contest around the time was pretty significant, and my mental health issues that were cropping up from having to juggle between college and JToH were already starting to show signs of my mental health

becoming strained, especially with AwesDoggo scaring me and a few other developers around this time, alongside how extremely unstable Ciel_azulsky was in terms of his mental state around this time, especially from the hate his towers were receiving that contributed a lot to his breakdowns and complaints about the community being toxic.

AwesDoggo DMs
https://i.gyazo.com/2da792669445c86dc9b5afd87593ac03.png
https://i.gyazo.com/5cd54d4fc3d5325dadc1764f61a740fd.png
https://i.gyazo.com/414e10ad9639c4d16f7d9b9849072c52.png

Yes, funnily enough, Arcane Area cycled through another boss idea, which also didn't make it into the final product; A sorceress of some kind that also acted as the guardian of the subrealm, which also got cut eventually.

Not gonna lie, you could see how I was struggling with my self-esteem issues, which didn't help matters later down the line when it came to development, especially when faced with opposition despite the motivation I was giving the community and even its developers.

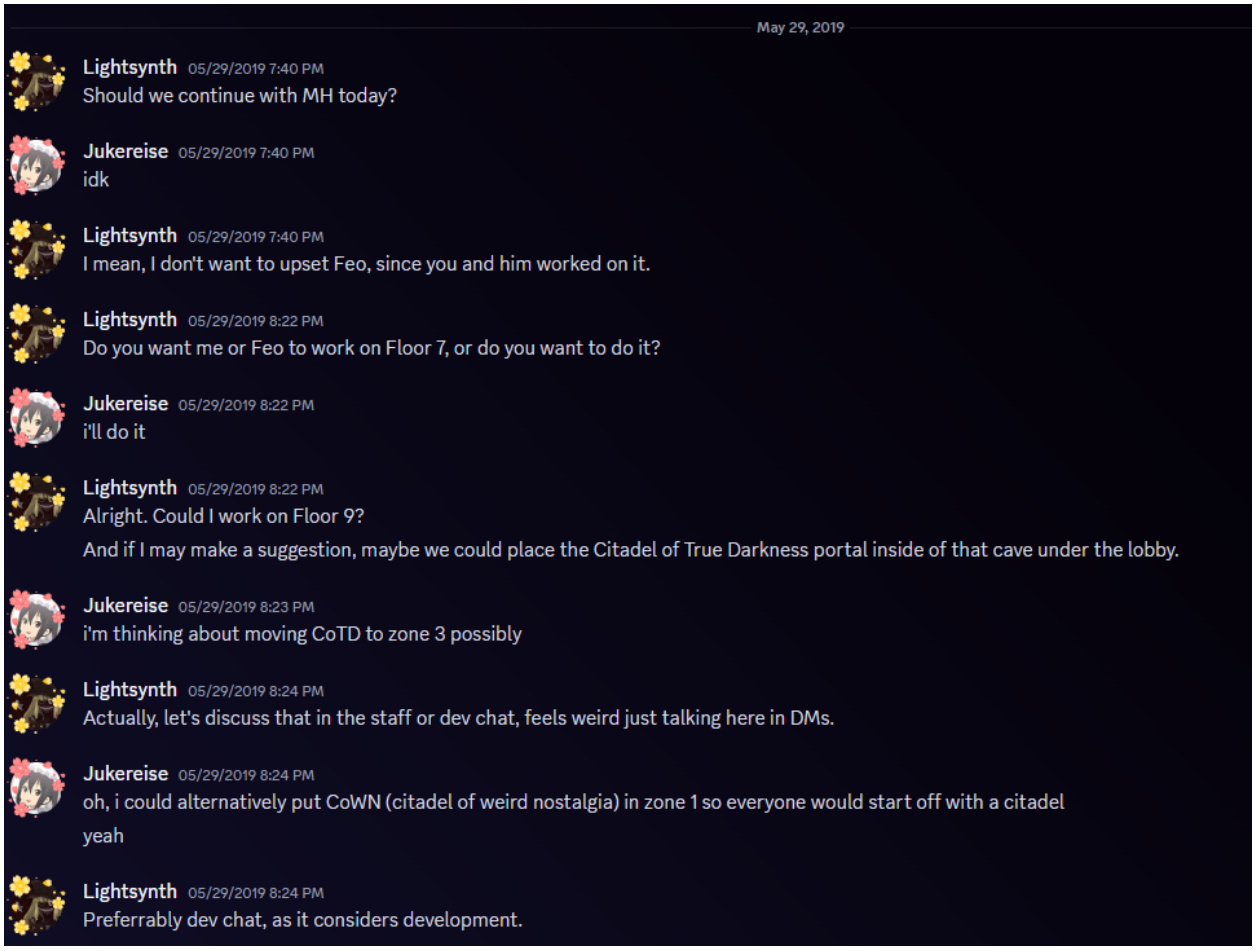
That, and there were some complications with bugtesting, as bugtesting didn't happen for a very good while up until some time around 2020, that year being when Arcane Area would release, and even then, we did run into some complications, which would later be fixed up by then Helpers and developers at the time; Aamos and Popop614.

Chapter IV: Zone 1

Zone 1 seriously had its issues in its development, in which Jukereise would barely find her motivation to work on anything, along with her lackluster leadership skills to get herself, or the development team working on anything within that zone.

To put it bluntly, she was already not doing a good job of being a leader and impressing us, such as missing the ability to point us at what needed to be worked on or giving her ideas for us to work with, and it was showing itself very evidently that she had her issues that ended up slowing the development team down to an absolute crawl more than anything, which was one of the reasons around the time as to why the gap between Ring 6 and Zone 1 was somewhat long compared to how KToH handled its area releases.

So I, along with most of the devs at the time, had to help her with getting the old Tower of Mirrored Hecc finished to finally get her going, along with us taking charge of getting things around the lobby that needed to be worked on finished, such as the sky lobby.


May 29, 2019
Lightsynth 05/29/2019 7:40 PM
Should we continue with MH today?
Jukereise 05/29/2019 7:40 PM
idk
Lightsynth 05/29/2019 7:40 PM
I mean, I don't want to upset Feo, since you and him worked on it.
Lightsynth 05/29/2019 8:22 PM
Do you want me or Feo to work on Floor 7, or do you want to do it?
Jukereise 05/29/2019 8:22 PM
i'll do it
Lightsynth 05/29/2019 8:22 PM
Alright. Could I work on Floor 9?
And if I may make a suggestion, maybe we could place the Citadel of True Darkness portal inside of that cave under the lobby.
Jukereise 05/29/2019 8:23 PM
i'm thinking about moving CoTD to zone 3 possibly
Lightsynth 05/29/2019 8:24 PM
Actually, let's discuss that in the staff or dev chat, feels weird just talking here in DMs.
Jukereise 05/29/2019 8:24 PM
oh, i could alternatively put CoWN (citadel of weird nostalgia) in zone 1 so everyone would start off with a citadel
yeah
Lightsynth 05/29/2019 8:24 PM
Preferrably dev chat, as it considers development.

Alongside pressuring Juke to get the old unnerfed Tower of Wanting Extra Levels finished, which frankly lacked playtesting and remained around Intense or even Remorseless difficulty for the time, she also needed time to finish Tower of Annoyingly Simple Trials, the easiest tower in the game, (*yeah right*)
back when it was in Zone 1, which was then later moved over to Ring 1 in favor of Gammattor remaking Tower of Slight Unhappiness, rebranding it to Tower of Another Beginning and moving it from Ring 1 to Zone 1, which later on would be removed entirely in 2022 in favor of Gammattor making Tower of Zero Disturbances.

On top of that, there was also ToTL at the time being in its unnerfed Bottom Terrifying state, which both Clloy and I ended up nerfing down to its current difficulty, because it would have made the progression of the first area of World 2 a complete mess in terms of SC or even difficulty progression.

In a way, it was kind of similar to Thanos Tower in Ring 1 in the present day, looking back on it in retrospect, as that tower used to be Terrifying, but was eventually nerfed down to its current difficulty.

Finally, before Zone 1 released, there was also bugtesting, which had pretty much only I and AwesDoggo bugtest the towers, with me only being there as some kind of helper to him alongside other developers who wanted to bugtest, but didn't help participate that much in regards to it.

AwesDoggo was a slow ass motherfucker when it came to bugtesting, as he was usually very thorough with how he handled it, and even then, he did end up missing a few bugs here and there throughout Zone 1's towers that ended up being reported by the JToH Community post-Zone 1 launch, similar to how Ring 6's bugtesting was handled by mostly him alone, which ended up with a slew of issues and problems that ended up plaguing most of Ring 6's towers for months and even years to come up until they actually got their issues and bugs fixed later.

This amount of waiting did take a toll on the community, as they were also getting impatient at not getting new content for the game for a while and being forced to endure this drought of content. Fortunately for them, they wouldn't have to wait much longer.

Zone 1, after over half a year of development since it started around late 2018 under ObrenTune's leadership, released some time around the summer of 2019, although without its citadel; Citadel of Peril, and missing a tower; Tick Tock Tower, which would later be replaced with a new tower called Tower of Yearning Success that Jukereise would work on by herself, both of which at the time were still being worked on and wouldn't have been released until 2020.

Tower of Absolute Vexation, on launch, also had a problem where it was easily considered around Intense difficulty, mainly because of Floor 8's spinners being way too fast and precise for something intended to be Challenging difficulty. However, after a few nerfs to Floor 8, it got bumped back down to around High-Peak Challenging, as it was meant to be a mirrored version of Tower of Rage and therefore, share the same difficulty, despite some of its notorious difficulty spikes still littered here and there.

And finally, let's talk about Citadel of Peril.
This citadel was originally meant to be a solo project by Jukereise, but eventually turned into a megacollab hosted by her. It was pretty fun working on the citadel alongside the other verified builders and learning off of them during 2020, but looking back on it, this citadel nowadays is very unpolished and unorganized, especially as this hasn't aged that well at all, especially with my floors' notorious spikes in difficulty.

Not to mention, it was pretty much Insane difficulty when it first released, compared to how it is ingame nowadays, mainly because the lava rose much quicker, the lava walls

on Floor 8 were instakills, and there were some parts that just punished you so hard for screwing up once, or were far too precise for this tower's intended difficulty.

No wonder this was eventually bumped up to Insane, but only temporarily, as nerfs were soon applied to push this down to Peak Remorseless, where it currently stays at despite having received a few nerfs, still.

As far as I'm concerned, there wasn't much drama going on at the time with the staff and developers, just some minor disagreements on what we should work on and what to do in regards to the lobby as it was essentially already finished, alongside the towers such as Tower of Mirrored Hecc, and Jukereise's lack of motivation on the whole thing.

Well, except for two.
Gammattor snapping and warning people for meming in #general, alongside this one guy called "Xbox" that ended up telling Gammattor to go kill himself, which funnily enough, some still do this to other members on the Discord server even this day and they go unpunished by the JToH Staff, even those that say it unironically and they only get a slap on the wrist at worst in case a moderator or helper sees this.

Gammattor DMs
https://i.gyazo.com/438f766593457b0673b9c622a1310d5c.png

And finally, there were also very early signs of the JToH Team being too negligent towards their own helpers and developers, as early as 2019.

I recall Vincent and some other JToH Team members being rude towards me, which already raised some red flags, which I foolishly ended up ignoring and being too forgiving because I wasn't mentally strong enough to confront these issues head on, especially as I was scared of the higher-ups of the game at this time.

Although, I do attribute this feeling more or less to the fact that this was also taking place during exam/finals season, which, if you didn't know, is pretty damn important overall when it comes to increasing your chances of getting into university at the time, as I was initially pursuing marine biology, compared to culinary arts in the present time.

June 6, 2019
Lightsynth 06/06/2019 8:35 PM
Yeah, I left, if you couldn't tell.
Jukereise 06/06/2019 8:36 PM
wait what
i was away for an hour
what happened?
Lightsynth 06/06/2019 8:37 PM
I'm done being treated like shit by everyone, including the staff team.
I try to ask Knight for help? He says I don't need help with something I can't do.
Vincent keeps treating me like shit and memeing me, I'm tired of him treating me like so.
Everyone in the general chat are memeing instead of trying to actually fucking help me.
I've also left the OI:R discord, as I don't trust a fucking psycho to run a discord.
also
stress and exams
along with me constantly expressing disappointment in myself
im not going to pull an obren and delete everything in the game.
i may come back, but only after my last exam is done with

And finally, a big issue that popped up: ***Obren's Inferno: Reborn***

Chapter V: Obren's Inferno: Reborn

Kiddie_Cannon, having changed his name to what many now know him by to ObrenTune, or Obrino around this time, once came to the server and started getting people to join a project of his that he was setting up, alongside Radispook, which was meant to be some sort of reset of KToH.

A lot of drama started happening left and right as a result of his actions because of this, especially with people making comparisons as to who the better leader of this game really was, due to management and leadership differences between the two owners of the game:
Jukereise VS ObrenTune.

Those who decided to integrate themselves from JToH to OI:R were met with scorn from the KToH-era players, who were devoutly loyal to ObrenTune and whatever he did, despite Obren having committed mistakes in the past that JToH era players viewed as

questionable, especially now as a lot of people that supported OI:R ended up actually kickstarting a good majority of the drama in the server and more often than not, this drama would be brought over to JToH's Discord server and vice-versa.

Gammattor DMs
https://i.gyazo.com/a05445ba970e9aa522bb7b37690b3f3c.png

Funny how I also tried to calm down the amount of drama and told ObrenTune of everything that was going on and how toxic OI:R's community on the Discord server really was, which promptly ended up with me getting banned from that server, with ObrenTune telling me to move on from JToH and to find a better purpose to fulfill, which, looking back on, I wish I had done what he told me as soon as possible rather than stick around, if only I knew what was to come later on in my development history.

Vincentl9 also told me that it was a bad idea for me to go to the OI:R Discord server in the first place and ending up causing a scene to happen, even if my intentions in the first place weren't as bad as they made it out to be, as I was trying to show how badly the drama was affecting everyone in general.

Alongside this, an exposal document was made on AwesDoggo, the Head of Staff of the game at the time. Twice, in fact, as he had previously been "exposed" by Logan_ISL because he was demoted, which is funny, as I am now writing one after being demoted myself. And the second time during some time after Zone 1's release.

The original exposal document that Logan wrote about AwesDoggo is something I don't really have at the moment, unless if someone is willing to give it to me and link it here, but in response to this exposal document, two people ended up making counter-exposals attempting to debunk Logan's reasons, so parts of his document will be provided here through these counter-documents.

Apologies to Logan_ISL in advance for this.
But frankly, I don't appreciate you leaking my screenshots I gave you of the document onward to Vendetta06 and ratting me out to the JToH Team.
Awes' Exposal Script (LO) - (Written by Logan_ISL)
Awes' Exposal Script Debunked (Written by Jukereise)
Why Awes is innocent (Sorta) (Author unknown)

Now yes, I can confirm as a former staff member that AwesDoggo did spam the “N-Word” in the #staff-memes channel, which I don’t know exists now, and I’m absolutely not going to justify his behavior on this.

However, do remember that he never really used the word seriously, and only dicked around with it in staff-exclusive channels where this was deemed acceptable, even by ObrenTune back when he was the owner of KToH and allowed you to spam the N-word in the staff-exclusive memes channel, as long as he gave you permission to do so.

And frankly, some of his wrongdoings are kind of unjustified, such as when he simply asked ObrenTune about why Fuzzynoodle was demoted from his staff roles. This was wrong on ObrenTune’s end with how he overreacted and destroyed the entire server due to his incompetence as a manager.

And while Awes’ temporary demotion of Clloy and Ciel was not entirely justified, he had a right to do so, as he was worried of them leaking staff chat messages. Although, him not clarifying the demotion being temporary to the two is definitely a wrong move on his end, the lack of communication and transparency is something that will make itself very prevalent later on and especially happen with current JToH Team we see today.

There were some other points of Logan_ISL’s that I did agree with, though, and still do to this very day, such as Jukereise’s lack of leadership and management skills, AwesDoggo neglecting his Head of Staff role and that the game isn’t ran perfectly, albeit for entirely different reasons nowadays compared to what he claimed was “elitism”.

Now, on top of AwesDoggo being exposed, Ciel had also made a document of the toxicity going on between JToH and OI:R’s communities, which even back when he was 13 or even 14 around this time, his wisdom that he grew up to have today is still shown here.
Toxicity in JToH and OI:R (Written by ciel_azulsky)

Despite this document Ciel wrote, it didn’t really help much in the grand scheme of things and made his stress levels go off the charts when what he wrote didn’t contribute much to the argument. Coupled with that, this countless back and forth between the toxicity was enough to grab Jukereise’s attention, who at this time was called Jupiter_Five.

Jukereise was not happy with how this was creating problems for essentially both her, and ObrenTune, as it was splintering the community they both essentially had helped build up.

My Venting about ObrenTune/Obrino (Written by Jukereise)
My Story with ObrenTune (Written by Jukereise)
(**I would suggest keeping these documents up for reference, as we will revisit these documents later when it comes to incidents regarding ObrenTune and his attempts at sabotaging the game.**)

Despite this, people had hopes for OI:R being a good success, despite all the negative drama surrounding it and its creator's past when it came to mental breakdowns.

So, how did OI:R do?
Well, it's kind of sad, really.

Despite ObrenTune promising a lot to his fans and loyalists that jumped ship from JToH and joined OI:R, the project ended up dying abruptly despite having just released Ring 5, although, not that I can't blame anyone for letting it die, as looking back on the towers that were included with Ring 5 in OI:R, they were far more crude and of far lower quality than the towers in JToH's Ring 5, and some of the replacement towers throughout OI:R did not impress people enough to keep them sticking around, outside of the novelty of the game being based off of nostalgia, or because they wanted something that could rival JToH.

When in reality, it had absolutely zero chance of doing so, despite linking OI:R to Tower of Hell, which ObrenTune was the Co-Owner of alongside PyxlDev, back then known as gocraftermsg123.

Pretty underwhelming story for the game, honestly, although, it did try a few more times to end up staying relevant and reviving itself, only to be met with the same disappointing end where it ended up getting canceled, because of ObrenTune's increasingly unstable mentality, desperateness and ineffectiveness at organizing a team properly that caused the team behind it, Vulpine Digital, to liquify itself.

Chapter VI: ToRRA Incident & ToOEZ

Oh yes, looking back at previous incidents and dramas that I've taken part in, this is without a doubt one of the most known incidents I was part of.

Nowadays, I do kind of respect this tower for what it is despite me not being the biggest fan of its gameplay. Although, I still wouldn't consider the gameplay fun or addicting, especially with the concept and style it has going for it that GracefulHobo's style of gameplay encompasses being very tedious and boring all around to grind, let alone play.

However, back when I first reviewed this tower, I was nowhere near the skill level that this tower was submitted as in terms of its difficulty back in the day, which was Terrifying/Catastrophic, although, I do think this was also maybe intended to be Extreme, but I digress.

My hardest tower around this time was an Intense. I can't recall which, maybe it was Tower of Table Flipping or Holy Flip, which I should have taken into heavy consideration that maybe I shouldn't be reviewing SCs with how much I abused noclip and wasn't having a fun time, or wait until I got several Remorseless towers down.

No one on the JToH Team, including the people in the curation team around this time even made a single attempt at stopping me from reviewing it, and tearing it to shreds in its review.

Big mistake.
What happened was one of the biggest dramas that I started the moment I released that review to the public, especially as I didn't even finish playing the tower when reviewing it.

I basically quit halfway through it because of how awful and tedious the gameplay was, especially the cyan-colored floors being extremely claustrophobic and jank, and ended up as a result getting absolutely crapped on by everyone around me, especially by its creator; TheGracefulHobo.

He goes by a new name now, although for the sake of his privacy, I will not reveal it so that people don't end up pestering or starting drama with him, **and I advise you to not bother him with any of this for yours, his, or my sake.**

GracefulHobo in general was a very controversial player around this era in JToH's lifespan.

Anyone who disagreed with him ended up causing him to start arguing with the person that disagreed with him, which consistently started fights and drama on a day-to-day basis in the server or basically anywhere he was, especially with the way he worded things at times towards people who argued with him.

He was also the creator of another tower that was located in Ring 2 around this time, which was called Tower of One Equals Zero.

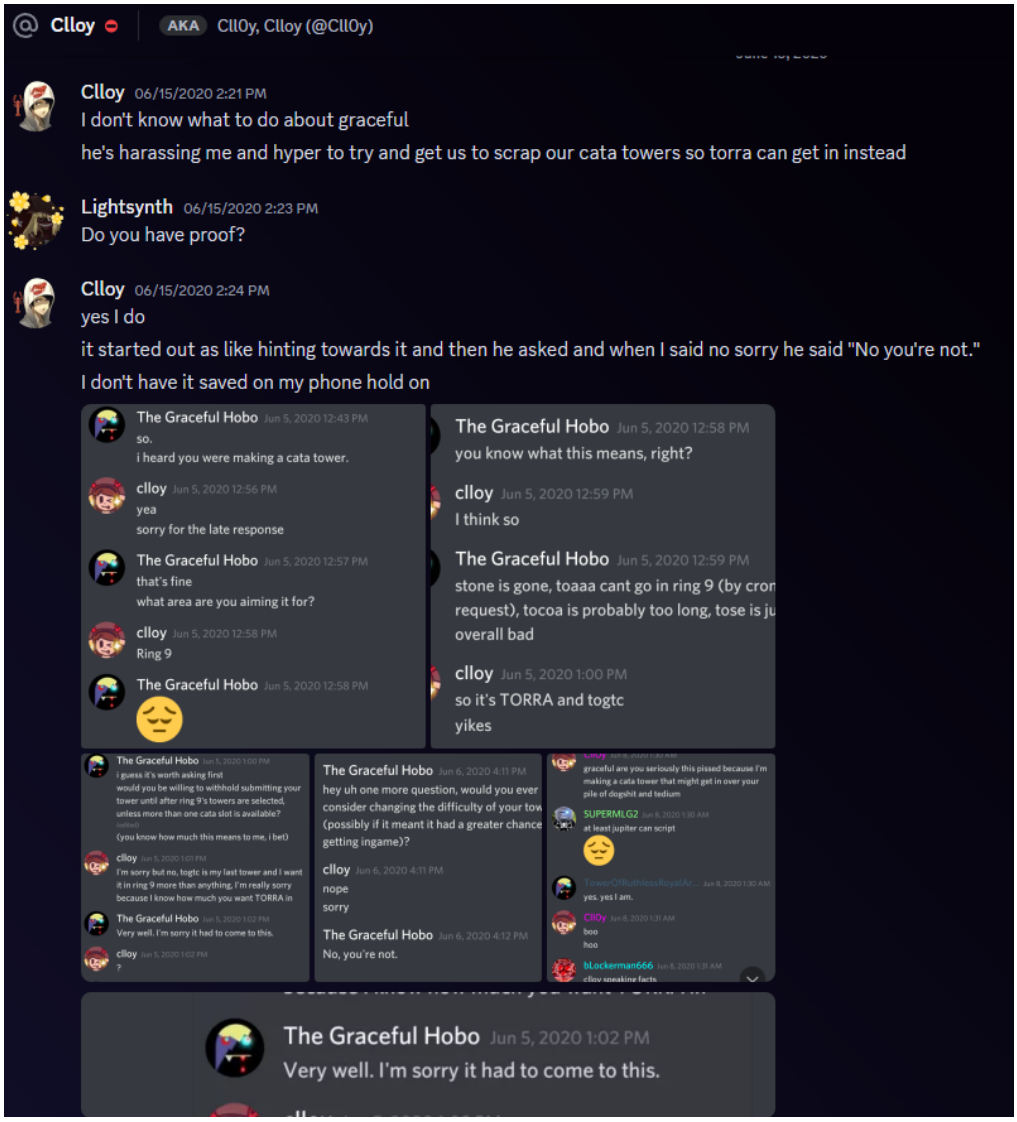
This was an Easy difficulty tower, where the whole gimmick was that the tower was extremely long, yet, spammed safety nets on basically each floor and had, for the most part, purist-based gameplay.

The tower was iconic for this reason, sure, but the gameplay was not what I, or many people would consider fun, mainly from how sluggish and boring it was for many that played this tower, especially new players around this time that would more often than not end up getting confused because of how damn convoluted the routing was for an easy difficulty tower, which essentially made it a Medium difficulty tower disguised as an Easy tower.

Eventually, Tower of One Equals Zero ended up getting removed as per Graceful's request, which creators back then had the ability to get their towers removed from the game compared to today, where you are not able to do this if you are a creator of a tower and have it in an area.

Need more examples of GracefulHobo being unnecessarily dramatic and starting drama over ToRRA? Here you go.

Clloy DMs


Clloy AKA Cll0y, Clloy (@Cll0y)
Clloy 06/15/2020 2:21 PM
I don't know what to do about graceful
he's harassing me and hyper to try and get us to scrap our cata towers so torra can get in instead
Lightsynth 06/15/2020 2:23 PM
Do you have proof?
Clloy 06/15/2020 2:24 PM
yes I do
it started out as like hinting towards it and then he asked and when I said no sorry he said "No you're not."
I don't have it saved on my phone hold on
The Graceful Hobo Jun 5, 2020 12:43 PM
so.
i heard you were making a cata tower.
clloy Jun 5, 2020 12:56 PM
yea
sorry for the late response
The Graceful Hobo Jun 5, 2020 12:57 PM
that's fine
what area are you aiming it for?
clloy Jun 5, 2020 12:58 PM
Ring 9
The Graceful Hobo Jun 5, 2020 12:58 PM
The Graceful Hobo Jun 5, 2020 12:58 PM
you know what this means, right?
clloy Jun 5, 2020 12:59 PM
I think so
The Graceful Hobo Jun 5, 2020 12:59 PM
stone is gone, toaaa cant go in ring 9 (by cror
request), tocoa is probably too long, tose is ju
overall bad
clloy Jun 5, 2020 1:00 PM
so it's TORRA and togtc
yikes
The Graceful Hobo Jun 6, 2020 4:11 PM
hey uh one more question, would you ever
consider changing the difficulty of your tow
(possibly if it meant it had a greater chance
getting ingame)?
clloy Jun 6, 2020 4:11 PM
nope
sorry
The Graceful Hobo Jun 6, 2020 4:12 PM
No, you're not.
The Graceful Hobo Jun 5, 2020 1:02 PM
Very well. I'm sorry it had to come to this.

Pictures listed below:

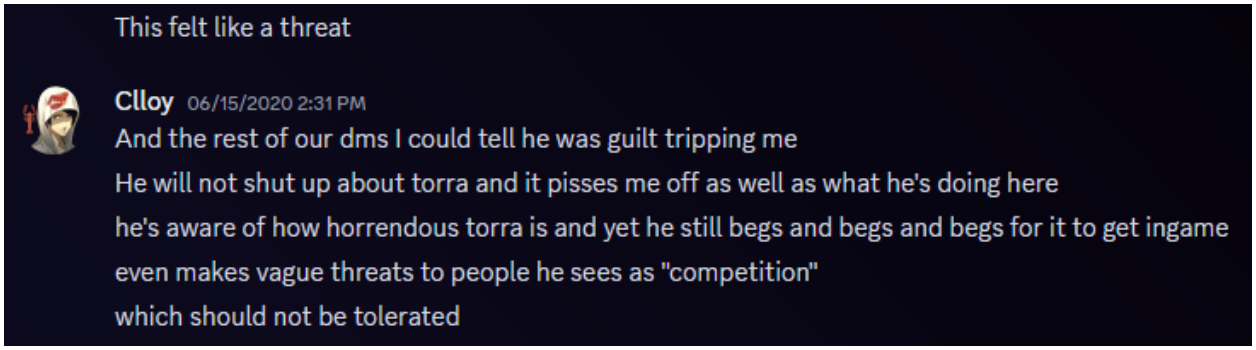
https://cdn.discordapp.com/attachments/562762499129081868/722080578979102801/IMG_20200615_232740.png

https://media.discordapp.net/attachments/562762499129081868/722080579499327559/IMG_20200615_232903.png

https://media.discordapp.net/attachments/562762499129081868/722080579683745822/IMG_20200615_232918.png?width=688&height=676

https://media.discordapp.net/attachments/562762499129081868/722080580178804846/IMG_20200615_232935.png

https://media.discordapp.net/attachments/562762499129081868/722080580379869184/IMG_20200615_233003.png?width=625&height=676


This felt like a threat
Clloy 06/15/2020 2:31 PM
And the rest of our dms I could tell he was guilt tripping me
He will not shut up about torra and it pisses me off as well as what he's doing here
he's aware of how horrendous torra is and yet he still begs and begs and begs for it to get ingame
even makes vague threats to people he sees as "competition"
which should not be tolerated

Eventually, GracefulHobo, to no one's surprise, ended up finally getting banned around Ring 9's development by the staff team.

Their reasoning for this hasn't been made public yet, but from what I've gathered, he kept on instigating drama and fights between himself and others around him, which made the environment around him in a channel or server that he was having a discussion in incredibly toxic the moment an argument or discussion started that he ended up worsening and being overly dramatic, such as what Clloy ended up calling him out for on ToRRA not getting into Ring 9, and this kept on repeating until he was removed from the server outright, especially with people starting to treat him and ToRRA as if it were a cult worshiping a god, especially in a subserver he owns and has made a community in, which ended up putting off so many people, including myself and some in the JToH Team.

Chapter VII: Brief Stint as Helper/Moderator

Believe it or not, I was also Helper and even made it as far as becoming a Moderator at this point early on in JToH's life span, though this wasn't the best choice for my mental health during this year, especially in 2020, as we'll see later on in this document.

Rather than prioritizing my life or education, I would usually prioritize moderating on the JToH Discord, but the way I moderated it was pretty volatile, overall, and I am not going to deny this as a fault of my own, as I was not really used to being a Discord server staff member compared to everyone else, who most likely had previous experience of moderating servers and having more free time than I ever could have had.

I would warn people for posting one meme in a channel that isn't the #memes channel, people whom I thought were slightly against me were also warned, with Nosav and TheGracefulHobo in particular, both of whom I grew to dislike at this time being close to getting kicked or even outright banned before the JToH Staff Team ended up stopping and reprimanding me for considering the thought of doing so.

Turns out that having mental health issues, requiring to keep up with the rest of your classmates in college, developing a game on Roblox, ***AND*** moderating a JToH Discord server on top of that is not a good mixture, especially if you have a split personality problem on top of mood swings, which I'll get into in the next part of this era.

If you're ever thinking of moderating the server, please, don't do this if you're currently in school, high school, college or university, or any place of education in general.

Just focus on getting your education done first, alongside maturing yourself as a person until you are of proper age, I would say around 18 or above, then you can focus on what you want to do afterward.

Ciel DMs
https://i.gyazo.com/9061855ea7a969924cc982cc7c9f8b43.png
https://i.gyazo.com/e222a86f15b0e397a6899ba12fc1dce7.png
https://i.gyazo.com/d36f9eb10f82c2369220b057f5d05947.png
https://i.gyazo.com/43d79f6ac7f0d895ae8dd581523daddf.png
https://i.gyazo.com/91444b5e7f1f6e6c894fc04aa9cc1f53.png

As cringeworthy as my messages around this time were, especially when you take into account my age, which was 20 and how I was acting in front of everyone at this point in time, as Ciel told me in my DMs here, you have to understand that I was not right in the head during this time, especially when taking into account how I grew up during my child-, and teenhoods respectively that ended up affecting my personality and self-esteem issues here in the long term.

For one thing, I was incredibly lacking in social skills, especially as I didn't have many friends or hung out enough with people or attended enough in social clubs, because I was prioritizing a Roblox game, or computer games in general over my real life, which didn't help improve me as a person when it comes to maturity and personality.

It also especially didn't help much that public school only helped exasperate these issues that I had, especially with forcefully putting me in special education on my fourth year, where barely anyone socialized with me and disliked me for my childish and frankly immature behavior and antics, and I was overall just a recluse in their own corner staring at their monitor on their laptop, with nothing social to do together with anyone except for if I tried to go back to my old classmates, whom I grew up with since first grade, only to be told to go back to the special education classroom by the time class for them started, or being dragged back there.

Being a kid with autism around my age was just terrible, and my diagnosis was poorly understood and the principal who ran the public school was, to put it nicely, an ableist that forced a multitude of kids such as me to go to special education, and no one really batted an eye.

Not to mention, I was also frequently a target for bullies in the older classes as a result of this.

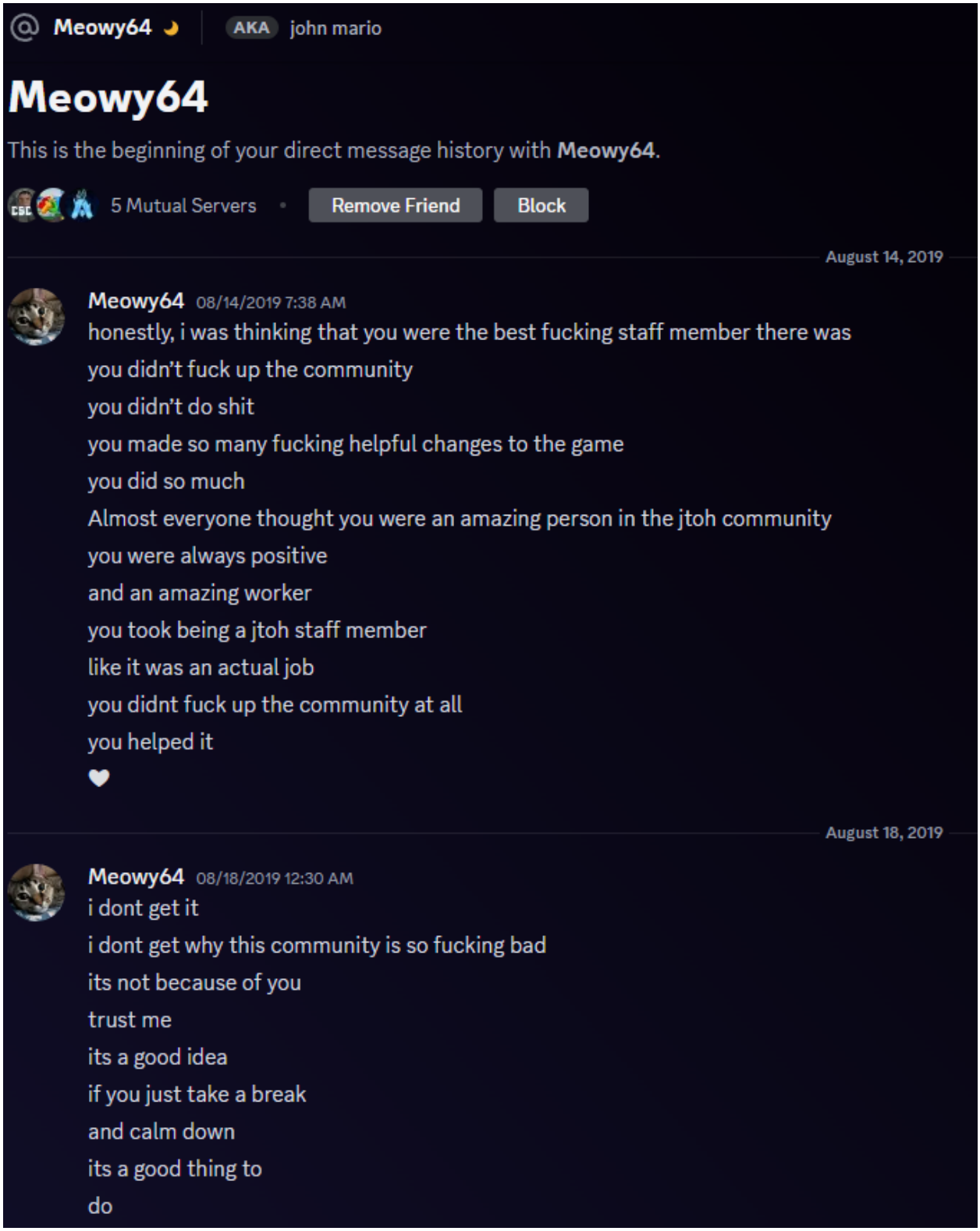
I was often targeted by an individual going by the name of “Gestur”, who was an eighth grader around this time who targeted me a lot, but eventually grew a sense of respect towards me because of all the he and his classmates put me through, even one of my first near-death experiences by his hands by leaving me out in the cold to freeze to death, which has a lot to do with my trauma, self-esteem issues and self-loathing that I’ve gone through during my child-, and teenhoods, and even my very first years of my adulthood.

And second of all, I was, for a lack of better word, also highly immature with whatever I was saying, especially since I hadn’t actually healed myself from mental scars that hadn’t been treated during my teenage and childhood years and still to this day have yet to be fully healed, though, I have been trying to fix this more throughout my 20s.

Compared to 2019, though, the scars are still there, but I am in a much better place now, especially now that I can look back on this and, at worst, just sigh in disappointment at how I acted back then, and at best, learn from my past self’s behavior and just walk forward despite everything I’ve been put through, which the current JToH Team has a lot of trouble trying to understand and forgive me for, as they haven’t been put through this kind of rodeo as I have been through.

Not that I don’t blame them for neglecting this issue, as this issue, later down the line, would really hurt my reputation with the JToH Team, in particular the Staff Team running the game.

Not to say that I wasn’t viewed negatively by most people, as some, like Meowy64, who would later on become a Curator, liked me as a Helper/Moderator right after I was demoted, and felt sorry for how much weight, pressure and workload the JToH Team put on me that declined my mental health faster rather than help improve it.


Meowy64
AKA john mario
Meowy64
This is the beginning of your direct message history with Meowy64.
5 Mutual Servers
Remove Friend
Block
August 14, 2019
Meowy64 08/14/2019 7:38 AM
honestly, i was thinking that you were the best fucking staff member there was
you didn't fuck up the community
you didn't do shit
you made so many fucking helpful changes to the game
you did so much
Almost everyone thought you were an amazing person in the jtoh community
you were always positive
and an amazing worker
you took being a jtoh staff member
like it was an actual job
you didnt fuck up the community at all
you helped it
August 18, 2019
Meowy64 08/18/2019 12:30 AM
i dont get it
i dont get why this community is so fucking bad
its not because of you
trust me
its a good idea
if you just take a break
and calm down
its a good thing to
do

And during my time spent as a Helper with access to the #staff-chat channel, I witnessed quite a bit of drama happening between the staff members.

I won't mention all of them, but Ludo, Ciel, Clloy and many other old staff members were in a constant back and forth between each other when it came to drama internally, especially with AwesDoggo around this time being a bit… scary, to say the least with how he worded some things, especially as he was, and still is the head of the JToH Staff Team.

I don't know if this happens nowadays in the JToH Staff-exclusive channels, as I don't have it, but most of it is just paranoia, from what I've heard.

Jukereise DMs
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Eventually, AwesDoggo replied to me about my concerns.

AwesDoggo DMs
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https://i.gyazo.com/29cb7e447330385941da77afe8952bb5.png

And on top of that, I did lose the Helper role initially around the time and was actually forced by the JToH Team to go on break for a while, due to increasing stress and my unstable mental health that just couldn't tolerate how childish a vast majority of the JToH Community was.

Unfortunately, my self-esteem issues and me not thinking I was doing a good enough job ended up hurting me the longer I ended up being demoted, which has less to do with the JToH Team forcefully keeping me demoted and more of a problem with me not properly treating my trauma and mental scars.

Being a very serious staff member that didn't want memes or joke suggestions in the #suggestions channel back when that was a thing, I didn't like how everyone else felt like they neglected the problem, while I was the only one concentrating myself on getting rid of the joke suggestions and memes that were posted outside of the #memes channe and keeping the server in check and order, or didn't correlate with the conversation going on in the other channels that would usually devolve into chaos that people usually ended up complaining about.

AwesDoggo DMs
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https://i.gyazo.com/a008f6aef6fa604d34a3ff18f278544a.png
https://i.gyazo.com/c2a54baf2a742d3960aa43af2e6e49af.png
https://i.gyazo.com/c4f783f07600e33a03118e856a636b5c.png

And yes, Awes and the other JToH Team members did have a sense of respect for what I was doing for them around this time, despite their worries that I was doing a bit too much, and was probably dedicating too much of my time on JToH.

I did get along decently with them, despite not knowing the people behind their online personas and screens, but Awes was someone I was able to get along with fine and could have a conversation with, despite how busy he was with university and his real life matters while everyone else, outside of Jukereise, just felt okay, but not really people I would go out and have a beer with.

I did end up keeping the Helper role all the way up to around Ring 8 development, where I'd end up losing it outright because I was growing increasingly erratic and my mental health was growing more and more unstable as time went on and they took notice of it, especially as college for me around that time got much, much tougher.

We'll get back to that when we get to Ring 8's development, since it's pretty important to talk about.

Chapter VIII: "Valerié"

Ah yes, "***Valerié***".
Even thinking about this name makes me cringe and make my head look like a tomato with how embarrassing I was during this time.

I remember this persona that I would adopt during my very early years of JToH, and I'm pretty sure if you asked any seasoned KToH or JToH veteran from 2019 or early 2020 about me, especially Decima/0decimal083, who will tell you that both of us made our characters have a relationship together, they would tell you about how cringeworthy or immature I was whenever I donned this persona, even during some curator reviews whenever I reviewed blatant joke submissions or just outright terrible ones where I would do this, much to the chagrin of the JToH Community, which would usually result in them meming me and associating me with this persona.

Basically, Valerié was my Roblox character that ended up getting personified and became akin to a character of some sort, and I would sometimes go in-character as her

on the Discord server, mainly whenever my mental health ended up plummeting down to the floor, and I simply allowed this persona to take over entirely.

Even going as far as ending up getting this character of mine to occupy several zones or areas in the game, before they were removed from the zones in question, because the JToH Team at this time rightfully thought it was too weird, especially as I wouldn't even place my avatar on the credits statue and just make them do their own thing, like fishing in Zone 1 or running the bar in Zone 2's small café.

She was pretty much meant to be an angel/dryad of some kind, whose avatar would change from season to season, such as having outfits for Spring, Summer, Autumn and Winter to reflect the time of the year.

Even after ditching this persona entirely because of how terrible it was for my mental health and with how awkward I made it whenever I donned this character's personality, I still utilized the avatar from the start of my development history to the end of it, because I, and other people associated the avatar with me.

Up until I just ditched it completely outright in favor of the avatar on Roblox you see me use nowadays, which suits me much, much better.

Simply put: I want to move on from this topic and from this old persona of mine as soon as I can, but just wanted to let you all know just how bad my mental health was around this time, to a point where I made her my imaginary friend of some sort.

Hell, I even made her my imaginary girlfriend at one point, just… yeesh.
Let's move on, please.

Chapter IX: Zone 2

Zone 2 was worked on immediately after Zone 1 had its development finished, even being worked on during Zone 1's bugtesting with setting up its portals and whatnot for the towers which were already confirmed prior by Jukereise.

Coming from experience, it was an overall pretty smooth experience and wasn't too problematic outside of some bug fixing, which took a while to finish.

This was at the time when I started working on Tower of Pleasant Fantasies, the first of three towers in a trilogy that I had wanted to make and include for the game, despite initially the tower's questionable quality overall nowadays, compared to the revamped/updated version you have today.

This tower eventually caught the attention of Fauxyde after it got confirmed for Zone 2, who barged into the Discord server and caused some drama between me and him to occur where he claimed I pissed him off an incredible amount and that I was a terrible person for doing this kind of thing to him, which soured my views on him as a person as he called me out on making a tower ripping off Tower of Shattered Dreams, which AwesDoggo said was perfectly fine for me to make, as it was an inspiration more than anything.

Not that I exactly blame him for doing this, though, as instead of calling it "**part of the Dream Trilogy**" like I usually do nowadays, I, at the time, called it "**part of the Anti-Skeleyyy Trilogy**", which definitely explains why this tower initially triggered him to perceive this tower as some sort of attack towards him in the first place.

Hell, this whole debacle between me and Fauxyde caused me to develop another persona akin to Valerié, except this persona exemplified Fauxyde's negative traits to a heavily exaggerated degree, which ended up getting me temporarily banned from the JToH Discord by Feodoric, because it was freaking not just the JToH Team out, but also the community, and for a good reason, and this would continue well on for around the rest of the year.

May I remind you of the mental health issues that made me develop Valerié in my head, which only further convoluted this problem.

It was straight-up a horrible relation between us both, and I, still not having recovered my mental health at all, especially with college pressuring me so hard at this time,

ended up with me leaving the JToH Discord again as I went out for a midnight walk, while my parents were asleep, oblivious that I was suffering a mental breakdown due to a numerous amount of things, but especially my growing mental health issues that only worsened because of this drama between I and Fauxyde.

Jukereise DMs
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https://i.gyazo.com/6d918c301a828959747d732b43a67edb.png
https://i.gyazo.com/cf4a6014e2ecfd0d2af3c847fe72ecd7.png
https://i.gyazo.com/a53d44d2b2f157a0d70404305d82558a.png

AwesDoggo, who I frequently talked to about this situation around this time, has all the proof you need, as shown in our DMs together.

AwesDoggo DMs
(*Trigger warning: Split-personality, mentions of murder, suicide implications, insomnia*)
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https://i.gyazo.com/4965e71a6882d56d3df281b0ab817e18.png
https://i.gyazo.com/769ce9ef077ea860ea6b090ebbd27403.png
(This is where it starts to get bad, and I deeply, *deeply* apologize on my behalf, especially to Fauxyde for having to read through this. Refer to the trigger warning again.)
https://i.gyazo.com/8f26be2d454285f08589fda414f7b1e6.png
https://i.gyazo.com/d2298b4ede17d7de7c01126b817c8386.png
https://i.gyazo.com/78a22fbd7becdcbf28ebd9621061cf3c.png
https://i.gyazo.com/3a2b54e3fe9538eaa58470a01d1281ef.png
(I somewhat recall actually hurting myself here, punching, slapping my face out of self-hatred, and clawing at myself. Please, never become a JToH Staff member if you're suffering from mental health issues like I did here, and wait until AFTER you're done with your education, or after your mental health has been improved and restored.)
https://i.gyazo.com/78b26380410f4525f6dd6a7926032b11.png
https://i.gyazo.com/689c25e7c03f29813a0392a1cc191a74.png

Thankfully, this story does have somewhat of a happy ending to it, as both me and Fauxyde eventually ended up apologizing to one another in our DMs together for what had transpired between us both, burying the hatchet and finally allowing me to move on and leave the whole Fauxyde/Skeleyyy persona behind for good.

Fauxyde DMs
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https://i.gyazo.com/cb8ef4ff97616aec716ee270c7987afa.png
https://i.gyazo.com/d84414157963f04b23679b2618586d21.png
https://i.gyazo.com/f091a6dad12013b2da174dc5b86dd6a4.png
https://i.gyazo.com/5e6c491fe86a7d3bf9ca343df791597d.png

Now, this doesn't mean Fauxyde still holds contempt and dislike towards JToH and its community, despite us both apologizing to one another.

The community still fucked his mental health up majorly with their overly destructive feedback and mentality towards Tower of Inferno Galore, and while this was a good step in the right direction between both me and Fauxyde, it wouldn't mark the end of smaller conflicts between us both or him having major problems with the community that I was part of, although, not to the same degree as what had happened during Zone 2's development.

I will get back to this when we talk about Ring 7 and Tower of Inferno Galore.

Now, back to my stint as Helper/Moderator around Zone 2's development.

VincentI9 DMs
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https://i.gyazo.com/83dcf3671cd6d5fea9ca9e40c02a938f.png

In general, around this time, there was just some shady stuff going around between the developer and staff teams, especially in regards to FRANCOJ1119's actions that were occurring behind closed doors, as they were still on edge about FRANCO1119 having previously taking the game files and modifying them by giving the Ring Select GUI its first ever redesign, despite the positive reception it got from the community against the JToH Team's wishes.

VincentI9 DMs (Continued)
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https://i.gyazo.com/bc3a67eec8a2c2c60320719346018871.png

And yes, I was also being kind of insensitive towards Ludovinci around this time, who got sick and tired of me calling him a weeb because he had an anime profile picture, and acted pretty immature, overall.

He and I are on pretty good terms now, especially after we added one another again after Tower of Hands Sweating's revamp was being worked on, and he's a MUCH different person nowadays compared to what he was like back then.

In a very good way, too.

VincentI9 DMs (Continued)
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Other than that, development on this ring was decent and without too many issues outside of those issues mentioned above.

Bug testing was also fine, all around and wasn't really too problematic and I recall it not being as slow as last time.

However, let's talk about this zone a little bit more.

Tower of Oblivion, around this time called Tower of Outrageous, was meant to be released alongside this zone, but as we all know about its development: It ended up shifting from area to area and was basically in development hell for over 4 years, much to the JToH Team's frustration, until it was finally finished and released in Ring 4 on April this year.

Later on, some time during Ring 8's development, Tower of Triangular Terror was released in this zone and replaced a canceled mirrored/inverse version of Tower of Screen Punching called… Tower of Gnihcnup Neercs. Very funny.

This tower was originally meant to be the Challenging tower replacement, but as we all know nowadays, this absolutely isn't the case, especially as this overshot its original intended difficulty past the fucking moon, as it was originally confirmed for Ring 7 as a Difficult-difficulty tower by Feodoric, who reviewed it and gave it a rating of such, only for it to end up being considered as a High-Peak Intense when it was eventually added to Zone 2.

I did try to give Tower of Gnihcnup Neercs a revamp myself, akin to ToMH:R some time during 2022, but I was immediately discouraged and demotivated by the developers of the game, alongside other well-known builders not liking it, so it was unfortunately canceled.

That, and Citadel of Peril ended up releasing alongside it in Zone 1, but I've already talked about that citadel in enough detail.

A few years later after this zone was released, the area itself got a lobby update on my behalf when the audio for it was fully recovered alongside a hefty amount of bug fixes, coupled with Citadel of Green Stuff getting a revamp to it that ended up being much more favorably looked upon by the community compared to its original version, which upped the quality of the zone, alongside me giving a much-needed update to Tower of Pleasant Fantasies, which upped its reception by quite a margin and actually put it in the Challenging difficulty compared to its Bottom Intense difficulty pre-nerf.

Chapter X: "Ring 4 Massacre" Incident

Some time during Zone 2's development, I was grinding Tower of Corrupted Nightmares around this time to try and beat my first remorseless tower in the game.

Yes, you heard me: ToCN is, and has always been my first Remorseless that I've ever beaten, and I will stand proudly by that fact. Posted below, you can see that on September 22nd during 2019, I beat it, and got my first Remorseless tower under my belt.

One thing I won't ever forget, though, is the so-called "Ring 4 Massacre" that took place around a week ago before I beat ToCN.

I was a Helper around this time, so while I was grinding ToCN, I basically saw someone abusing helicopter powers to get a huge advantage over everyone around them by avoiding killbrick damage outright and clipping themselves back into the tower despite that being almost impossible to do, and it was an absolutely busted and broken gamepass around this time, and still is to this day with the shit you can pull off with it, such as heliclips.

So what did I do? Gave myself a fucking rocket launcher item with the :gear command that was available, since this game used Kohl's Admin and started blasting away at players while I had a :fly command active, flying around the ring and shooting people with rockets. Akin to how Fauxyde back when he was a staff member would just trip people that used boost items within his tower, as he didn't want people practicing it.

This initially was targeted at the person abusing heli powers, until it ended up extending to others around in the server for memeing on it, particularly people playing Tower of Holy Flip that caught the JToH Team's attention when people pinged them about it.

Needless to say, StalledStorm775 was very pissed off about this and confronted me on it, promptly demoting me from my Moderator role as punishment for this, but keeping my Helper and Developer roles, but said that I was being kept on a tight leash by him.

Now, while I may not forgive myself for what I did, honestly, this is one of the few incidents which I can look back on and laugh at just how absurd it was with me flying around the area and blasting people in Ring 4 to smithereens with a rocket launcher.

Sure, it got me demoted from my Moderator role and never allowed me to get it back because of what happened, but this is a memory I will always laugh at when it comes to the sheer stupidity of the incident, on top of the fact that this kind of thing rarely happens ingame.

Was I at fault for this going out of control? Yes, no question about it.
Should I be forgiven for it? Absolutely, because it's now been 3 and a half years at this point since the incident happened, and no one really has that many problems regarding it nowadays, except for making fun of it, with me on board with it, too.

It's just the JToH Team like to take this a bit too far with how negative it was, as it pretty much could be considered a prehistoric version of the Lightsynth strike that would happen 4 years later after this.

Chapter XI: Halloween 2019

I recall Halloween 2019 being mostly fine with its development, albeit massively unbalanced in its difficulty and being very unwelcoming to new players that tried to beat it, thanks to the harder two steeples of the event. Those two being Steeple of Haunted Traversing, a Peak Challenging made by Tintom495 and Feodoric, and Steeple of Midnight Terrors, a Low Intense made by Gammattor.

Make of that how you will.
The only steeple I think was executed very well here in its gameplay and idea was Steeple of Tricks and Treats, which was probably also my first actual interaction with DispensableArray and Theultimatedianite, around the time before they had the Developer and Helper roles that they have today.

We considered getting them both on board the staff team if they wanted to help us with Christmas that year, especially with the potential that they showed us with SoTaT, alongside helping us somewhat with the Halloween lobby and lo and behold, the staff team did so once the event was finished without too many objections.

This was also the event that marked the beginning of the Totem From Hell and to an extent, the Darklaus story arc that was about to unfold with the events planned in the future. I recall the boss being something different when it came to its concept, such as a totem made of Slamos, until Juke just settled with the Totem From Hell boss battle we all got from one of SquishyShibes' ideas, and I fondly remembered this boss around this time period for its menacing and fun boss fight.

Make sure you remember SquishyShibes, as we'll get back to him in 2020.

This was such an incredibly memorable event all around, despite how absolutely hair-ripping Steeple of Haunted Traversing and Steeple of Midnight Terror were for their own reasons, on top of having an Intense difficulty steeple that was required to beat the event, which was fucking insane to try and beat, looking back on how hard these steeples were compared to those found within Halloween 2020 and even 2018, both events of which were so much easier compared to this year's halloween event.

The main problem was simply those two latter steeples that ruined it for many people.

SoHT's case was because it was so tedious and annoying to go through, especially with fails that cost you so many minutes of progress, which I pointed out to Feodoric and Tintom, yet, they barely did much to actually fix it up, while SoMT was very frustrating to play through with how inconsistent its difficulty was between its clientobject and purist gameplay, on top of being dark as shit to play through that Gammattor also didn't really do much to fix up outside of giving a few irrelevant nerfs.

Even after completing those two steeples, the door to the boss wouldn't even work, and, not wanting to play through those two latter steeples again out of frustration, just ended up skipping the two steeples that I completed and going straight to the Totem boss fight, because of a bug that wouldn't let you through the boss door entrance even after clearing everything, and even then, you had to basically redo the whole event over again until this was fixed.

I still think I wasn't in the wrong for doing this and was a very dumb oversight on the JToH Team's behalf, as I should have gotten access into the boss fight itself, along with pretty much everyone else who were locked out of this boss by a bug no one had

reported on. People were also pointing this out after they had completed all 3 of the steeples, and were locked out from entering the boss place that held the Totem From Hell, yet, they weren't teleported inside as compensation for it, unfortunately.

Finally, the lobby was made entirely by Macalads, rather than the development team. Sure, we touched upon a few things here and there to accommodate the steeples that were implemented and added a few additions within the lobby, but by and large, Macalads set everything up for us to work with, such as the terrain, the small house, gravestones, floating islands and the small obby underneath the main island that led to the boss of the event.

Chapter XII: Thanksgiving 2019

This was the only Thanksgiving event that's ever been made for the game, and man, was it memorable and just fun looking back on it.

In hindsight, maybe not the smartest idea, considering how small of a timeframe we had between October, November and December to finish three events in a row per month, but this event, in my opinion, was a product that was pretty memorable for the player who played it on launch, especially the Megaturkey boss at the end of the tower that released alongside this "mini-event" that used the kit rather than it being a scripted boss that Jukereise had cooked up, outside of the ending where the Megaturkey blows up.

Tower of Autumn Harvest was a megacollab where each creator of the tower would have 1 floor to work on, and for something like this back in 2019, the end product was satisfactory despite being a bit too hard for some players, mainly because of Floor 10 and the boss fight, although the latter was thankfully nerfed at some point in time a few days before the event ended, which also gave you a spicy turkey leg that would grant you a temporary speed boost, at the cost of it being a boost item.

Kinda wish we could have continued the trend well into the other years, but eh, this still holds nostalgic value to me that I will hold dear to my heart, as all of the creators who worked on this tower, alongside myself learned something from one another when it came to one another's building styles.

To everyone who took part in making this tower, thank you all!

Chapter XIII: Christmas 2019

Christmas 2019, in comparison to Halloween and Thanksgiving 2019, was very stressful to work on for many of us, especially for the lobby builders.

On top of being unorganized due to the lack of feedback and management from Jukereise when it came to what she wanted the lobby to look like, especially with CrayZe50 at the time, who worked on Steeple of Nightmare Before Christmas, ending up getting too demotivated to work on it after the first two floors.

We pretty much got Cronku to finish the remaining floors for him instead, who around this time had made quite a name for himself with Tower of Orientating Oscillating Opinions, which was acclaimed by a widespread amount of the JToH Community around the time, and heralded him as pretty much a god when it comes to building towers. Hell, I parodied this worshipping of him in a religion class once at college, so… **take that.**

We also had ItsPr3d work on Steeple of Festive Factory Infiltration, which was a decent addition, if not a little buggy, alongside Punkynil and Urchin working on Steeple of Joyous Voyages, which suffered from memory leak issues that worsened the framerate the longer you played the steeple when it came around to playtesting it and when it was published to everyone to play, on top of the fact that it ended up being finished just a week or under before the event was scheduled to release, which made bugtesting as a whole give us a very strict window of time to work with in order to get the event functionable.

Macalads and Array especially were stressed out around this time, with Macalads not having fun at all working on the lobby and having trouble figuring out what to do with some of its design choices, while Array was having meltdowns in the dev and christmas event channels about not getting a satisfactory amount of help in the staff/dev channels as the release date drew closer and closer, and was still working on the small extra obby that players would need to do in order to get one of the presents during the event, which exhausted her by the time she was finished with it, due to the amount of negligence from the JToH Team outside of me being there to comfort both her and Macalads.

It was just terrible all around for them both, and I felt awful for what they both had to go through, especially with a number of the JToH Team developers and staff not bothering that much to help them with the event, which forced those of us who were actually passionate about this game to pick up several developers' slack, who sat around and basically did almost nothing.

Macalads DMs
https://i.gyazo.com/5591b11e64920cfcf91efaf2f78dafc8.png

One of my steeples there that I, Logicchecks, Aamos and even Clloy worked on at the time; known as Steeple of Evergreen Ascension, was kind of meant to be an extra in case one of the steeples that were being worked on weren't finished in time, but lo and behold, by some miracle, we got it all done despite several developers at the time, especially DispensableArray being incredibly stressed out from doing a lot of the work by themselves, right down to the lobby inside of the snowglobe while most of us just did our own things outside of JToH, or were just not doing anything for it.

The event was shaping up to be pretty good with what it had to offer and I was actually excited to see what it was going to be like for the boss battle of the event that Jukereise had been cooking up for us.

If not for one thing that really dragged the event down, like getting a sudden lump of shit in your stocking for christmas.

Let's not forget the boss of that event; **Darklaus.**
This motherfucker was so unbalanced when we got around to playtesting the boss, and the most ridiculous thing was that the suggestion of making it possible to beat on singleplayer was never brought up by nerfing down its health pool or the Mach-5 speed this boss was traveling at, especially during its second phase with how nightmarish it was to defeat, let alone hit with the damn snowballs.

This boss was a stark contrast to the Totem boss on Halloween that year and was seen as fairly ambitious at the time, but Jukereise, or the JToH Team didn't expect the reception to be THIS negative upon people actually getting around to playing the boss after the event launched.

Logan_ISL pretty much says it perfectly with his opinion on how the Darklaus boss for Christmas 2019 was executed: **https://youtu.be/irNyKzS1DCg?t=1089**

The result?
You pretty much were required to have multiple people queuing up with you in order to beat the boss of that event, which didn't sit right with that many people in the grand scheme of things, especially since from a gameplay standpoint, the boss was just poorly executed and thought out, coupled with it having a tendency to just randomly break and softlock the player, as well as having extremely difficult attacks that were also unpredictable and hard to read on top of that.

As a result, this was considered one of the worst event bosses in the entire history of the game, especially since the hitbox to hit the boss was tiny in contrast to the arena

itself that the player was able to walk around in, compared to the Sprite Cranberry mech, which was fucking big to compensate for its sheer amount of health during Christmas 2018.

But outside of that, the Christmas event was pretty decent for its time despite Darklaus having aged like spoiled milk under your fridge, and I was excited to see what was in store for next year…

2020 - Declining mental health

(Rings 7 & 8, SquishyShibes Incident, Degeneracy Drama, Zone 3 & Halloween 2020/Christmas 2020)

Chapter I: Ring 7

…if Clloy wasn't demoted from his developer position by Ciel after he leaked the Ring 7 lobby in late 2019 during the christmas event development.

Yeah, starting off this year with his demotion had me, and still has me questioning if Clloy even deserved the demotion in the first place, as well as if he should still remain demoted for what he actually did.

First of all, he had helped a lot throughout his time as developer, even in the cases when he screwed up something, especially with ObrenTune not liking him as a staff member and developer.

Just like me, Clloy was a passionately loyal developer to this game and still has that passion to this day with what he's currently making. The only thing is that his developer role at the time made him feel useful to some capacity beyond just making towers for the game, and just like me, he too had these same mental health problems where he would feel useless to the game and its community without his developer role.

His demotion, from my experience, is somewhat understandable, but let's take into account what he ended up leaking and then pass judgment if he really deserved it.

So, what was the reason for his demotion?

He ended up accidentally leaking a video showcasing the Ring 7 lobby.

This video of his was originally meant to be uploaded as an unlisted video for new staff members and curators to see and get an idea of where everything in the lobby is and how it worked, which Clloy had accidentally set to public on his channel, which was popular at the time and got people to see what the lobby was like early on.

This mishap on his behalf immediately caught the attention of the JToH Team when they found out about it, which promptly got Clloy demoted at the hands of Ciel_azulsky, with no way of gaining it back and withholding and outright ghosting this information from him for over a year, not even allowing him to defend himself as to why he had accidentally set it to public in the first place.

A few days after his demotion, on December 18th in 2019, he made an apology video regarding his demotion, which will be linked down below.

https://www.dropbox.com/s/c5hoihciom4qyq2/2019-12-18_19-44-09%20%281%29.mp4?dl=0

Now, what do the staff think of this?

Well, most of the staff team are going to say yes and that his demotion was absolutely justified.

However, this has happened so long ago now and during a time when Ciel_azulsky was absolutely not right in the head at the time, especially with Nosav being on board with his demotion. Nosav had huge ego problems and was, for a lack of better word, a straight up jerk to everyone around him, despite his status as Helper and “being treated like a god” by everyone, in Clloy’s own words, which he definitely was, akin to how Cronku was treated when it came to building towers, who could do no wrong and was always right about his opinions.

Him and Clloy especially had huge beef with one another, which only fueled the fire and Nosav’s opinion to get him removed from his Developer role.

And with the same passion that Clloy has now for the game, despite his issues with the staff and dev teams being mistrustful of him, I fail to see why he shouldn’t be repromoted outside of him maybe repeating his leaking problems again resurfacing.

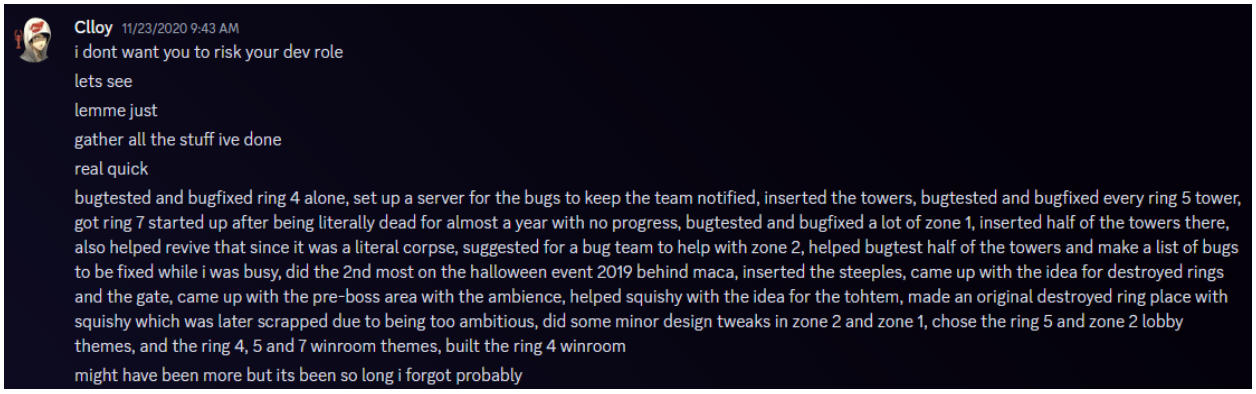
However, I more or less blame this whole demotion on the JToH Team refusing to be more open about the game's development through update/blog posts and being so secretive about their game's development.

Punishing your developers for one slip-up such as this just isn't the way to go, at all. Rather, do something like temporarily locking them out of the zone's development until after the zone is released, unless if they accidentally end up doing something that really hurts the game, which the JToH Team admittedly has started to do, but this is a case of a little bit too late, in my book.

This will not be the last time they end up repeating this mistake, as I will show you later during my development history.

Here's what Clloy listed off to me in my DMs over 2 years ago on what he had helped with making for the game as a developer during its time.

Obviously, he's made much more for the game than he listed off here now, especially with his trilogy of towers and several winrooms he's made for the game, coupled with a few other things he didn't mention such as nerfing down ToTL to its current difficulty.


Clloy 11/23/2020 9:43 AM
i dont want you to risk your dev role
lets see
lemme just
gather all the stuff ive done
real quick
bugtested and bugfixed ring 4 alone, set up a server for the bugs to keep the team notified, inserted the towers, bugtested and bugfixed every ring 5 tower, got ring 7 started up after being literally dead for almost a year with no progress, bugtested and bugfixed a lot of zone 1, inserted half of the towers there, also helped revive that since it was a literal corpse, suggested for a bug team to help with zone 2, helped bugtest half of the towers and make a list of bugs to be fixed while i was busy, did the 2nd most on the halloween event 2019 behind maca, inserted the steeples, came up with the idea for destroyed rings and the gate, came up with the pre-boss area with the ambience, helped squishy with the idea for the tohtem, made an original destroyed ring place with squishy which was later scrapped due to being too ambitious, did some minor design tweaks in zone 2 and zone 1, chose the ring 5 and zone 2 lobby themes, and the ring 4, 5 and 7 winroom themes, built the ring 4 winroom
might have been more but its been so long i forgot probably

Aside from Clloy's demotion, this was also around the time when the old Ring 7 towers that were confirmed were completely scrapped outside of a few survivors that made it to the current version in the game, such as Knighterisk's towers; "Tower of Distorted Aerodynamics" and "Tower of Never Giving Up, Ever", alongside Macalads' "Tower of Ultraviolet" and Ludovinci's "Tower of Extreme Hell", with Tower of Triangular Terror ending up being moved over to Zone 2.

Not everyone was happy with this sudden change of the roster, especially by the creators of the towers, whose creations were basically now all of a sudden left scrapped and currently rotting away in the old version of Ring 7, never to be used again for the game.

These towers, at least in my opinion, could have been salvaged, updated or be added into a subrealm in Ring 7 for scrapped towers, rather than just be removed outright compared to the fate they ended up getting, which is just disappointing overall, especially for Fauxyde who managed to get their final tower made for the game originally confirmed for Ring 7 as its Terrifying spot.

Oh yeah, let's talk about that final tower of his that he made for the game, shall we?

Tower of Inferno Galore

The tower that I'm talking about is the ***Tower of Inferno Galore***, which was a very controversial tower, even back in the day before it was considered for Ring 7.

This was a tower that was in the works for a very long time, spanning all the way back to around I think Ring 6's development, and it's had quite a history behind it and its development.

Now, while this tower was just awful to play through, especially with the gameplay it had to offer being nothing more than thin stud-, long jump-, wallhop-, and instakill spam gameplay throughout it, it pretty much caused people that build towers, especially those that want to build SCs for the game, to actually start caring about the quality of the towers they specialize in making, which ToIG, despite the drama surrounding it and Fauxyde's meltdown over the community bashing his tower to the deepest, darkest pits of hell, ended up massively influencing the up and coming soul crushing towers to start upping their overall quality and gameplay, and, you know, actually start becoming good!

What do I think of the reception ToIG got?
Despite its reputation in the community, I still don't think ToIG deserves the overinflated amount of hate it got, especially with said hate being directed towards Fauxyde, who was only around 14 or so years old around the time ToIG got the mountainous amount of hate. Pretty fucking shitty for a kid around that age to get crapped on so hard by a community they've been part of since around the KToH era.

However, I think both him and the community in this case were in the wrong here.

Fauxyde was being way too sensitive to the criticism and feedback that was given to him, even towards feedback that was objectively constructive towards the tower.

He was pretty much making the tower enjoyable only for himself to play through, and for no one else, which was where he ended up dropping the ball in the long term for this tower's development.

And then there's the community just bandwagoning the hate train on ToIG and Fauxyde, which caused him to just completely resent the community and the game as a whole after his massive meltdown over it, a resentment that persists to this very day.

Now, even after all that, Tower of Inferno Galore still got a few revamps.

Let's start with Ciel's version of Tower of Inferno Galore. Back when it was submitted, Ciel wanted it to be a Catastrophic difficulty tower, which IceNSalt ended up reviewing. Huge fucking mistake, as Ciel underestimated the difficulty of his revamp of ToIG, which ended up being rated as basically Nil difficulty, which was above Catastrophic at this point in time.

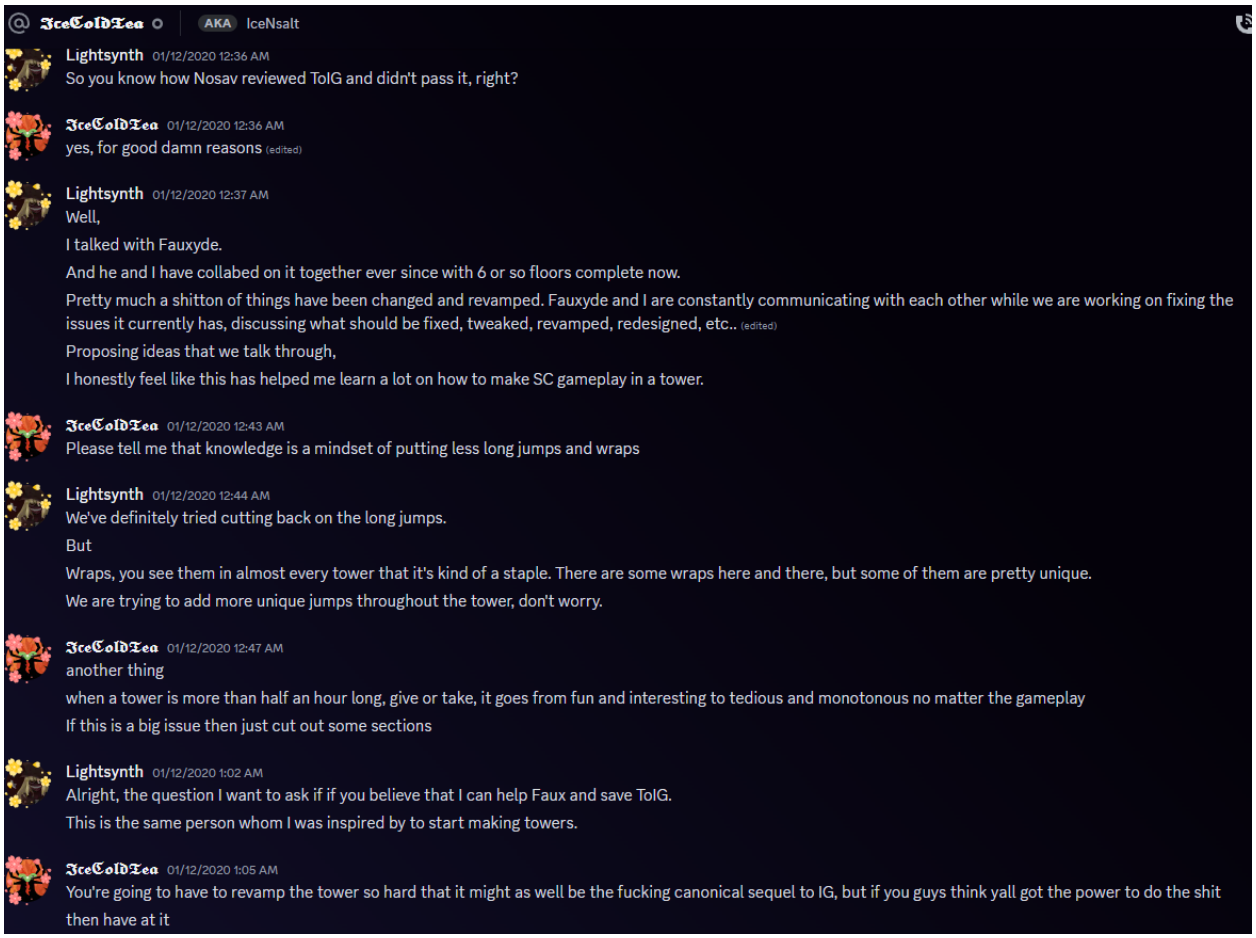
This caused Ciel to have a massive meltdown, especially as he wasn't mentally prepared or well enough in the head to receiving this kind of criticism, with him even leaving the JToH Discord at that point afterward.

After that, there came the revamp from both Clloy and I collaborating together with Fauxyde on it, as I personally saw decent potential in it making a good comeback if it got a solid enough revamp to it, despite protests from Nosav and Cronku, who actually voiced solid enough reasons as to why I shouldn't even bother with the tower and leave it to rot and act as a lesson on what not to make for the game.

Despite me not liking both of them at this point in time, both of them were actually right.

How foolish of me to not listen to them, though. I went to Fauxyde's DMs, asked him if he wanted to collaborate with me on fixing up Tower of Inferno Galore, and brought Clloy into the mix after he caught wind of both me and Fauxyde working on getting Tower of Inferno Galore a good shot at getting into Ring 8.

This project between us three occurred some time during Ring 7 and Ring 8's development.


IceColdTea AKA IceNsalt
Lightsynth 01/12/2020 12:36 AM
So you know how Nosav reviewed ToIG and didn't pass it, right?
IceColdTea 01/12/2020 12:36 AM
yes, for good damn reasons (edited)
Lightsynth 01/12/2020 12:37 AM
Well,
I talked with Fauxyde.
And he and I have collabed on it together ever since with 6 or so floors complete now.
Pretty much a shitton of things have been changed and revamped. Fauxyde and I are constantly communicating with each other while we are working on fixing the issues it currently has, discussing what should be fixed, tweaked, revamped, redesigned, etc.. (edited)
Proposing ideas that we talk through,
I honestly feel like this has helped me learn a lot on how to make SC gameplay in a tower.
IceColdTea 01/12/2020 12:43 AM
Please tell me that knowledge is a mindset of putting less long jumps and wraps
Lightsynth 01/12/2020 12:44 AM
We've definitely tried cutting back on the long jumps.
But
Wraps, you see them in almost every tower that it's kind of a staple. There are some wraps here and there, but some of them are pretty unique.
We are trying to add more unique jumps throughout the tower, don't worry.
IceColdTea 01/12/2020 12:47 AM
another thing
when a tower is more than half an hour long, give or take, it goes from fun and interesting to tedious and monotonous no matter the gameplay
If this is a big issue then just cut out some sections
Lightsynth 01/12/2020 1:02 AM
Alright, the question I want to ask if if you believe that I can help Faux and save ToIG.
This is the same person whom I was inspired by to start making towers.
IceColdTea 01/12/2020 1:05 AM
You're going to have to revamp the tower so hard that it might as well be the fucking canonical sequel to IG, but if you guys think yall got the power to do the shit then have at it

Only problem: Fauxyde was very uncompromising of what we wanted to implement to help fix up the tower that he had wanted in game for a very long time, even if it meant sacrificing most of the instakill gameplay in favor of progress killers, coupled with revamping some sections and gameplay in general he didn't approve of, which is fair, as I think spamming safety nets over what's basically instakills is a poor level design choice in general when it comes to building soul crushing difficulty towers.

This eventually culminated in him quitting the project outright as it was nearing its end, despite it being a rather inconsistent mess, and leaving both me and Clloy to our devices on what should be done about it, with both of us slowly, but surely ending up abandoning the tower and leaving our version of the tower's revamp in obscurity, especially after us both went our separate ways

Clloy DMs
https://i.gyazo.com/e15fad64770a9d721e5a33df93eacbc6.png
https://i.gyazo.com/33bff88d75cd3ca69563503e11935a9b.png
https://i.gyazo.com/91ee8994225ce7e05e7d99c12ed3edca.png

https://i.gyazo.com/e52e4f5b3a658c5d5889e041aa4e2e68.png
https://i.gyazo.com/8a11367435aa6f6c7c75a0ac3ce778e2.png
https://i.gyazo.com/b514e43bbb7ddb5a7c80b56464fdb1fc.png
https://i.gyazo.com/6ec01ff84e1a128d3439ecc41d3ae97a.png

There is so much more to this, but point being, it was hard to work on this tower alongside Fauxyde when both me and Clloy around this time had a vastly different ideology for when it came to making a tower around this difficulty, versus Fauxyde's ideology when it comes to making towers.

I'll leave these DMs with Logan_ISL as a summary of what ToIG's history was like and then we'll move on from this tower, but basically: It's now confirmed for Caleb's Soul Crushing Domain, which I think is a good resting place for it and its development, and fittingly enough, will mark the end of Tower of Inferno Galore being talked about here.

Logan_ISL DMs
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https://i.gyazo.com/3ceff71c2834e2046b96ebf70402ef0b.png

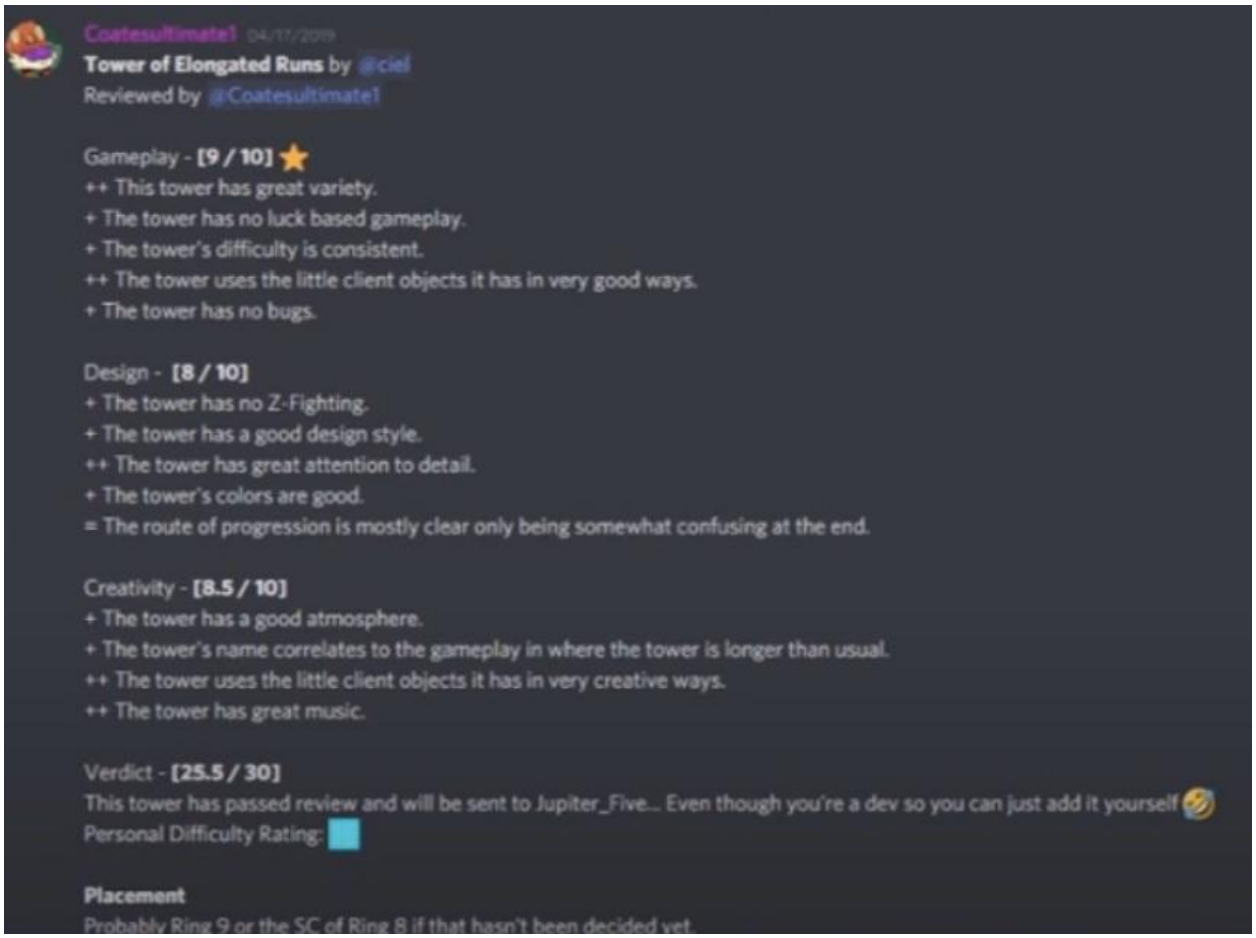
Now with that little side-tangent on Tower of Inferno Galore's history over, let's continue with Ring 7.

Eventually, Ring 7 tower polls came and went, with most of us agreeing on what should get in and what shouldn't.

And with them, was the Terrifying tower pick.

There weren't many options available for that difficulty and the only two candidates that were selected were Tower of Inferno Galore in a somewhat nerfed, albeit still unfun state, and around this time during Ring 7's development, there was a tower submitted by Ciel_azulsky, which was rated Terrifying by Coatesultimate1, which earned an incredibly high score in its review that got people hyped for it.

The tower in question?
Tower of Elongated Runs.
The unnerfed version of it, to be more precise.


Coatesultimate1 04/17/2019
Tower of Elongated Runs by @ciel
Reviewed by @Coatesultimate1
Gameplay - [9 / 10]
++ This tower has great variety.
+ The tower has no luck based gameplay.
+ The tower's difficulty is consistent.
++ The tower uses the little client objects it has in very good ways.
+ The tower has no bugs.
Design - [8 / 10]
+ The tower has no Z-Fighting.
+ The tower has a good design style.
++ The tower has great attention to detail.
+ The tower's colors are good.
= The route of progression is mostly clear only being somewhat confusing at the end.
Creativity - [8.5 / 10]
+ The tower has a good atmosphere.
+ The tower's name correlates to the gameplay in where the tower is longer than usual.
++ The tower uses the little client objects it has in very creative ways.
++ The tower has great music.
Verdict - [25.5 / 30]
This tower has passed review and will be sent to Jupiter_Five... Even though you're a dev so you can just add it yourself
Personal Difficulty Rating:
Placement
Probably Ring 9 or the SC of Ring 8 if that hasn't been decided yet.

Coatesultimate1 around this time was still a curator from around the KToH era, where he started to curate towers around Ring 5 and onward, and his standards for what was passing and what wasn't was… questionable, to say the least.

His hardest tower that he had beaten legit without any boost items around this time was Tower of Keyboard Yeeting. Just like with me reviewing ToRRA when my hardest tower beat was Intense, Coates should absolutely not have touched this tower in the first place. Even to this day, he has regretted his decision in reviewing ToER, considering the sheer impact this one review of his on ToER alone had on the game and on Ring 7's hardest tower, and I'll just leave this at that.

Please do not witchhunt or go after him, thanks.

The score he gave it made it seem like ToER was going to be a very promising tower for people to play through, but when it eventually swept the polls and was implemented into the game after it utterly steamrolled Tower of Inferno Galore in terms of upvotes and

basically got instantly confirmed in a one-sided poll, the problems immediately started to rear their ugly heads as I and the staff team started to play through it during bugtesting.

First of all, the unnerfed Tower of Elongated Runs is easily either Peak Catastrophic at minimum or just straight up somewhere in Horrific, and a lot of the difficulty came from several factors.

1) The tower was extremely long. Some parts of it were blatant filler with nothing much to it except for annoyingly hard or jank gameplay that doesn't flow well throughout the tower, or very gimmicky mechanics that do not add much to the gameplay or were just poorly executed, much akin to what its current ingame version does.

2) The main gameplay of the tower consisted of far too many long and precise jumps, wraparounds and jank slanted gameplay, which ended up getting pretty repetitive, boring and frustrating, especially when you're grinding this tower, and it generally isn't fun or satisfying to pull off or do for 10 floors straight in one go.

3) It was littered with unindicated instakills on pretty much every floor throughout the tower except for Floor 1, for some reason. Falling even once on Floor 5 or anywhere after that is almost guaranteed to land you onto an instakill 9 times out of 10.

4) The routing was very confusing, on top of the layout of each floor being pretty complex and could easily end up with you getting lost and end up accidentally backtracking. Don't even get me started on Floors 5 and 6 before they got nerfed, which pretty much forced you to run a lantern or light item just to be able to see the gameplay in front of you.

5) The overall difficulty was very inconsistent. Some parts were okay and manageable enough while others just randomly spiked up to include a Catastrophic/Horrific difficulty jump out of nowhere due to poor balancing and lack of playtesting on Ciel's behalf.

And yes, this was a **huge** blunder on the staff team's part, as towers were decided entirely by the staff team around this time rather than it being curators and above like it's being handled today.

The entire staff team severely lacked the amount of skill required to judge something like ToER around this time, especially when trying to beat this legitimately versus

beating it with noclip, as I believe the hardest tower someone on the staff has ever beaten is probably Terrifying, and even then, there were very few of them that had actually beaten a Terrifying.

And even after this tower was pretty much autoconfirmed for Ring 7 by being put up against an objectively worse tower than it from a review standpoint, I wanted to put it into Ring 9, as the difficulty was far more appropriate for what the tower's difficulty was actually like.

Ciel did not like this change one bit, getting pissed off at me for criticizing the way ToER was implemented and outright forcing ToER to stay in Ring 7, with no way of tweaking or moving it, and allowed players that tried to beat it to suffer because… 🤷

Moving on.
ToER remained this way for several months on end, until after Ring 8 was released.

At some point after Ring 8, Blocker, with permission from Ciel himself, went ahead and gave ToER ingame some nerfs, but these nerfs were just not enough to save this tower for even the most dedicated players when it comes to the overall enjoyment, especially with the aforementioned problems still being present, albeit not as atrocious as its unnerfed state.

However, it was not enough to keep it away from High-Peak Catastrophic, as Blocker tried to nerf it down to Mid Catastrophic himself, but failed at doing this when the community, especially people who beat it forcing the JToH Team to once more bump it back up to basically the same difficulty as it initially was, dethroning Tower of Champion's Road, the tower that was initially promised to be harder than ToER, ironically enough.

Clloy did also attempt at making a fanmade nerf of this tower, which nerfed it down to Low Catastrophic and tried to get it ingame, with permission initially being granted by Ciel, however, this nerfed version of the tower ended up getting denied by Ciel himself right as Clloy was about to submit it, much to the chagrin of Clloy and everyone else who wanted to see ToER be made actually beatable.

I will say, though, that the choices for Ring 7's current in-game version are much better than the towers that were originally selected, though.

Mainly because quality-wise, these towers in current Ring 7 are much higher and because they were generally far more fun to play through compared to the original

line-up, as those were made with the intention of being rage-based towers or gimmick towers, rather than skill-based like the standards nowadays are, such as Tower of Time Wasting, Tower of Scaling Nature's Heights or Tower of Endless Wandering, all of which just suck all around to play through.

On top of that, the lobby in the old Ring 7 was very, very huge, far more so than the current one we have ingame, in my opinion.

Even the main lobby made it take far too long to even get to the tower portals, and you'd have to do stupidly complicated obstacle courses just to get to the towers themselves. It was just beyond tedious and annoying getting to them back then, compared to the current version we have in game, which executes this concept so much better!

The current lobby we have is yet again all thanks to Macalads having built it from the ground up for us to work with. I don't know if he got outside help with it or not, but whatever the case, it's so much better than what was originally planned, because dear god, just look at the design and scale of this lobby versus what we have now.

Flat terrain, uninteresting colors and doesn't really give that good of a view, unless you're directly on the eyeball itself thanks to Vertical Mobility, and it basically just copies the same circular rock design as previously seen throughout Rings 3 to 6.

Not saying this lobby that was made in house was terrible, per sé, but the lobby is just yet another circle and the fortress itself was just not that well-decorated or designed from a design and gameplay standpoint, compared to what we actually got.

At least the orb on top looked cool and I would have loved to see it have been integrated to the game's current Ring 7 to some capacity, rather than just scrapping it entirely. That would at least make the fortress we have in the current Ring 7 lobby look pretty cool.

Finally, let's not forget the time of how damn long it took for bug testing to go by for Ring 7.

This bug testing phase took fucking ages, and was very frustrating for us to put up with.

Mainly because AwesDoggo was primarily the one that wanted to bugtest everything by himself, despite us having already bugtested most of the towers already, and eventually, we got fed up with him taking way too long on this and took matters into our own hands and got Ring 7 published around January 2020 after we deemed the towers good enough to be released to the public.

He was just so fucking slow in general, not helping matters was that he had finals to worry about on top of this, which slowed down the bugtesting process even more than it already did, which frustrated basically everyone on the JToH Team, especially as Jukereise wasn't really giving us anything else to work on while this was going on.

While this was happening, I was starting to get to work on Zone 3 around this time after Clloy in our DMs gave me the suggestion to start doing so and getting stuff done for the game rather than just sit and wait for an area to release.

Clloy DMs
https://i.gyazo.com/7b15134bad6d07ffe2265d794329a806.png
https://i.gyazo.com/f444d9148356dad0a344d3658701b92c.png
https://i.gyazo.com/a39ad3bf5a5f47e3aad9d7e6c866f4e8.png

Clloy was right with everything he said here.
However, this is not saying that bugtesting was horrible to work on, just because of AwesDoggo taking way too long.

No.

Two towers in particular had huge fucking optimization issues, where we were unsure if we should have replaced them outright, despite their amazingly high quality.
The towers in question were:
Tower of Orientating Oscillating Opinions by Cronku
Tower of Never Ending Dizziness by DuskPyramid

Now, while playing these two towers nowadays doesn't seem like such an issue, back before Ring 7 came out, both of these towers had one issue in common, and it all came down to their optimization when it came to spinner and clientobject spam, which killed your framerates because of the absurd amount of moving objects there were throughout the tower.

Spinners in general throughout towers had a huge problem of causing an extreme amount of lag if a lot of them are spammed throughout the tower, and both of these towers were very close to getting deconfirmed for this very reason until Gammattor managed to write and code up a script that anchored and stopped the spinners in place until you're a certain distance from them, which, when we applied to their towers' clientobject folders and put the spinners in them, it easily solved the issue then and there and from there on out, which eventually had us decide to keep the towers in Ring 7.

DuskPyramid DMs
https://i.gyazo.com/12522994acbd166530c08012342eca55.png
https://i.gyazo.com/4507437216d7ab2aa1e1dfdd7c71914d.png
https://i.gyazo.com/c31a055265998282b89ba3edf5ba2e6f.png

Little did we all in the JToH Team know just how much this script would impact towers later to come for upcoming towers in areas, and even ended up including this very same DistanceAnchoringPart script into the V5.45 kit for people to use, in case their towers ended up causing lag issues.

Now, after this area was released to the public, it was received pretty well, especially since the old Ring 7 before the version we came up with was basically Ring 6 in a nutshell, but with even harder and objectively worse towers in terms of quality and gameplay that would have made even Ring 6 look decent in comparison, especially since the main lobby area of the old version was an absolute nightmare to traverse in.

Expectedly, people bashed on some of the worse towers in the ring, though, such as Tower of Extreme Hell and Tower of Elongated Runs, especially the latter for it not being a well-executed Catastrophic difficulty tower that was overall a very poor choice on the

staff team's behalf in terms of quality control and how they handled the Terrifying polls, which basically ended up becoming the Catastrophic polls.

This promptly got Ciel to become so pissed off while he was still around, that he finally left the JToH Community because of how frustrated he was with his towers continuing to get hate from too many people, and set up his own personal server for himself called Ciel Speaks.

The former, though, in this case Tower of Extreme Hell, was just memed on for being yet another shitty Ludo tower that got autoconfirmed to the game, because Ludo at the time was a staff member.

Speaking of Ludo, after this ring, he was demoted from staff because of a whole slew of inappropriate things he had done on the server, and even after his demotion, he kept on breaking the rules before being banned off of the Discord for "*being a menace*", according to the staff team, even when he did stuff outright of the server.

Ludovinci DMs
https://i.gyazo.com/0dc4a2d6cb2d2d35932f35ca31e9c54e.png

His ban at this point is 3 years ago, and Ludo's definitely changed his behavior and personality for the better since then, as many people in his private server can confirm how he behaves and talks nowadays.

And yet, he has never been given a second chance to prove everyone of him maturing, despite Jukereise being perfectly fine with him being unbanned and being given another chance, because the JToH Staff Team don't want to forgive him for transgressions he made while he was immature, especially with Vincent holding a grudge against him. Thanks, Vincent.

Chapter II: Slight schism between Skittles, Punky and Array.

This will be short.

Around January, staff apps were being hosted. Punkynil wanted to apply for Helper, but was denied. Apparently, word got out that Skittles and Array had backtalked him, and there was bias in the polls about Punky not getting the Helper role.

I ended up confronting Skittles about this, which, frankly, I shouldn't have done so in such an aggressive manner and do regret it even to this day, especially as a victim of this myself from the current JToH Staff team.

Professor_Skittles DMs
https://i.gyazo.com/45d3d6f4092b7420cbafdb29cf45295b.png
https://i.gyazo.com/21ec0a8c43e343da2759d824c1e737f0.png
https://i.gyazo.com/b512d311d7a95a7de13d8274163cc3bc.png

Skittles meant no harm with his opinion during this poll, and yet, here I am interrogating him as if he committed a crime. I'm deeply sorry for this ever happening and I'm sad that this interaction happened between us in the first place, Skittles.

Chapter III: Zone 3

Man, where do I start with this?
While I love this lobby and keep it dear to my heart, this was also just straight up hell for me to work on, and it was not healthy for me with how I handled my development on this area, at all.

Let's start from the top.
This lobby started being worked on while Awes was working on bugtesting Ring 7 and taking his sweet time with testing one jump that he thought was broken, when it really wasn't and he was overthinking it. Jukereise did give me permission to start working on it while Ring 7 was being worked on, despite a few staff members not liking this idea.

Should I start off with how the main lobby in the center was originally meant to be a temple-like area floating in the sky held together by chains from the other islands, before Jukereise eventually decided on the current lobby we have now, minus the idea of the floating islands in the sky that basically made this a more detailed and varied version of Ring 1's lobby.

I was initially somewhat against this, but went with a compromise that attempted to satisfy both parties and the result is what we have right now.

The lobby for me is simple, fun to traverse through, especially with the idea of the cannons I came up with, which made for a decently versatile lobby in its design and theme for what it was ultimately worth, coupled with theming the islands around their towers.

However, I will agree that it's too similar to Ring 1's lobby to some extent, especially the main central area of the lobby.

Outside of the main central lobby being set up by Vincentl9 and Jukereise, coupled with Tintom495 helping a little bit with some parts of the lobby here and there, such as the

community shelf and the Tower of Hopeless Hell portal area location, the entire lobby was made up from the ground by me.

However, this actively took a huge mental toll on my health, as I was also trying to stay focused on my studies and education in college during my third year, especially after being forced to write a 20-25 page long essay about a story that was incredibly hard to understand, let alone analyze.

Needless to say, this caused so much unneeded stress and pressure from a bad decision on my behalf, as I actively ended up putting JToH before my life, which only resulted in me distancing myself further from my friends, classmates and parents alike and made me feel very isolated while I was working on it, on top of my grades lowering and with me just being socially awkward to be around compared to today, while everyone else outside of Tintom495, Jukereise and Vincentl9 were doing their own things outside of JToH.

Feedback given by the developers and staff team at the time did kind of help me shape up the lobby to what it was, despite some feedback being a bit more… abrasive and even destructive than others.
(*Looking at you, Nosav and Cronku.*)

The psychologically unsafe towers area was also a point of contention amongst ourselves, as most developers didn't like the huge satellite floating above the lobby, with StalledStorm775 even considering getting it removing it outright until I begged and convinced them to let it stay and see how it would be perceived by the community, so they begrudgingly agreed to it despite disliking the concept.

It also didn't help much that outside of Jukereise wanting the main lobby itself to be what it is, she barely gave any other information or feedback on how else she wanted the lobby to be like, leaving it far too vague for me and everyone else that were willing to help work on the lobby make it look like how she wanted it to be, so we had to take matters into our own hands with how the lobby should look like.

IceNSalt DMs
https://i.gyazo.com/94bfe2ee52254e0e94e7fbec56aadcf7.png

For what it was worth, though? It's still a lobby I hold dear to my heart today and I always feel a sense of nostalgia whenever I visit it now.

However, I do also have regrets with it, as I didn't learn at the time that prioritizing JToH over your own education and social life is absolutely not worth it, and I did notice how I had to consistently ping everyone, just to get people in the development team going, which in turn set up for what was to come soon for the next area.

This was also the starting point of where we ditched the towers only being selected by the staff team and from here on out, included both curators and developers to help out with selecting the towers.

Mainly because the curators themselves have a more solid and firm idea of what separates a good tower from a bad tower, especially since the quality and standards around this time were starting to increase, but was still decently manageable to make what people would consider a "good tower".

I will get back to how this system is currently handled, because while in theory that this system, from an objectionable standpoint, should be a huge improvement overall to the previous system, the way it is currently handled and executed leaves a lot to be desired.

Chapter IV: ObrenTune's Sabotage

Oh dear god, digging through past DMs really brought this incident up again for me.

So, while I and a few others were working on Zone 3, I think this was around the time tower polls for the zone were happening, ObrenTune, the original creator of the game back when he owned KToH under the "Kiddie_Cannon" moniker, out of nowhere one day, ended up showing himself up on the Discord server, coincidentally around 3/3 of 2020, asking Juke to get them to have a talk with us in the staff exclusive channels, and wanting to help us.

Needless to say, this was handled terribly on Jukereise's behalf, coupled with the staff just bending their knees and listening to Obren's demands and requests, despite several protests from a few of us, such as DispensableArray.

We had a meeting going on about all of this that involved talking about Clloy's demotion and with him possibly being repromoted, however, this was outright ditched in favor of ObrenTune wanting to become part of the JToH Staff Team.

What ended up happening on 3/1 this year, was that ObrenTune got promoted to Moderator without so much as requiring to go through a Helper/Trial process with the JToH Team monitoring him to show that he's trustworthy enough to us, and he ended up getting over half of the current staff and developers around this time, like StalledStorm,

AwesDoggo and Feodoric demoted, even the developers such as as myself, who were actively working on the game and being passionate about their work, like me with Zone 3, for example, and him wanting to scrap the curation system entirely and how tower polls were worked by having it go back to it being mainly staff or himself or Jukereise herself that picked the towers, which wasn't ever going to happen with how unmotivated she was, which gave would have given him full control of what got in and what didn't.

Basically, ObrenTune was setting this up as some sort of coup to regain control of the game again, with him at its center and with Juke as their figurehead puppet to control and make the game go the way HE wanted it to go, rather than Jukereise herself or us as the JToH Team.

Some staff members around the time, such as IceNSalt, ejobb and other old KToH staff members and friends of his were basically untouched or even outright promoted back to staff member roles or even had their roles upgraded, as they were mutuals with ObrenTune and were in the OGCR discord server, helping them out with Radispook and OI:R.

Array, who was Helper around this time, definitely knew about ObrenTune's bad intentions behind closed doors, and basically started a movement for every one of us to just boycott JToH entirely until ObrenTune himself left the game when it wouldn't work out for him, or at worst, just turned this into KToH 2.0 with how he wanted to run everything and eventually shut it down once more.

In hindsight, not the smartest idea, considering ObrenTune's connections with everyone that could have very easily landed me or anyone else in trouble, especially with my beef with him in the past about some comments from me about him that he took personal offense to in the OI:R and JToH Discords earlier on, especially with Array that didn't want any of this and got demoted as a result of his power trip.

Dian DMs
https://i.gyazo.com/4bcde349cedf03ce4215b60275320a72.png

Array had pretty much leaked the list for who remained as and got their developer and staff roles.

Array DMs
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https://i.gyazo.com/f25345e893d2c5defe5c1609384d8d64.png

Vendetta06 DMs
https://i.gyazo.com/b8ad54dc170e016f8af6021b73896300.png

Things were looking grim for us as things got worse and ObrenTune started to let himself get out of control and enact his revenge on everyone around him that disagreed with him on even the smallest of things and getting his revenge on everyone who wronged him in the past, giving warns left and right and even outright kicking or at worst, banning people for saying something he didn't like, or what he perceived as people starting an argument against him.

However, him being on this seat of power wouldn't last very long, as he and his friends, except for a few immediately left the JToH Discord the moment ***ejobb himself had enough*** of all the drama going around that Obren himself was causing and eventually kicked him out of the server, since he, as the only remaining administrator left on the JToH Team around this time, realized that Obren was getting too drunk on his seat of power and was still suffering from mental health issues regarding 3/3 of 2019, and had yet to heal from what had happened a whole year ago since he lost ownership of the game.

And while ObrenTune was around, I fucked up big time by saying something very offensive to him about people with mental disabilities such as autism or aspergers and how he gave them, including myself a bad name with his actions that he's made throughout the past two years, which StalledStorm775 immediately confronted me about when he got word of this and slapped a major warning on me, coupled with a temporary demotion from the Helper role, I think?

Of course, I went to AwesDoggo, who was still Head of Staff at this time, and he showed concern for my mental health and wellbeing that was degrading because of how hard I was carrying the game's development by myself, alongside agreeing on what Stalled did was the right thing, which I don't blame him for, especially as me saying all of this was happening in public channels.

AwesDoggo DMs
https://i.gyazo.com/81bc5998c547d8fa2270863818cce406.png
https://i.gyazo.com/0ee7d08c611788fb2f33202c4d7c2a00.png
https://i.gyazo.com/9c74e14c54708f869f1f960892199980.png
https://i.gyazo.com/6e8aee777545ebad2b2c95bfc3f11ff7.png
https://i.gyazo.com/0883656f405f655e8117f2cf994ff037.png
https://i.gyazo.com/7effe416349ee81bfb91cb1f25e34c89.png

I did feel very bad about what I said during and even after this conversation with AwesDoggo, and especially by disappointing the JToH Team with what I had said.

Really makes me wish a lot of the JToH Team nowadays could act the same way as Awes here more and care about one another when their colleagues are so stressed out and hurting, which I frequently did with AwesDoggo when it came to me being so stressed and pushed to my limits, and I do have him to thank for taking the time and patience to put up with all of this, even if I wasn't always the most mentally stable person during this time.

Back to Obren, though.
This wouldn't mark the end of ObrenTune trying to sabotage the game several times during my experience working on the game, especially as people feared he, or someone else would hack JToH at one point, which IceNSalt in my DMs with him claimed was utter horseshit and even ObrenTune wouldn't stoop as low as that, even in his worst mental state. Plus, looking at the date of this person called "IHateJTOH" that wanted to hack us, it was very much likely a troll.

IceNSalt DMs
https://i.gyazo.com/536536349c12c24dba77c543133b7201.png

Now, this didn't mean ObrenTune would make several attempts to take down the game, or help affect it negatively, though.

His attempts at doing this included, but weren't limited to:

- **Making all the KToH gamepasses that were linked to JToH cost 1 robux, *including Vertical Mobility.***
- **Banning people from Tower of Hell if they've played JToH and have reached Ring 4 and gotten the badge for it, same for OI:R.**
- **Uncopylocking the entire KToH game itself for everyone else to use, would later copylock it again after a period of time.**
- **Trying to get all of his towers forcefully removed from the game, which resulted in a new policy regarding towers ingame, which I'll get into later in this document.**
- **Several attempts at getting OI:R up and running to compete against JToH, each attempt being worse than the last.**

When all of these just didn't work out at what he wanted, he pretty much just gave up with all of this and had a discussion with Jukereise in her DMs.

Some time later in Ring 7 together, both of them did a “brofist” apology to one another and apparently moved on from their hatred towards each other.

Whether or not he really has genuinely forgiven Jukereise for these past transgressions is up to speculation and only he can answer if this is true or not, which I don’t want to try and bother with, especially as he doesn’t even care all that much any more for the game and how it’s ran.

After all of this, he hosted a 5 Year Anniversary Event, culminating in a boss fight against Obren himself, which ended up with KToH/OI:R finally dying off and ObrenTune went ahead to start a company known as Vulpine Digital, which initially started off with a team ObrenTune had assembled, but ended up only just being him when things quickly got disorganized.

Now it’s just he himself at the helm of his company, and wherever he wishes to take this is up to him.

Chapter V: SquishyShibes Incident

Oh boy, ***SquishyShibes***.

Hope you all remember this person, as I mentioned in Halloween 2019 in this document.

Not a lot of people that joined this game around 2021-203 remember this name, but for people that were around at this time throughout 2019 to 2020, you’ll absolutely know who this guy is and how he was as a JToH Developer.

I’ll start off by saying that he wasn’t so bad as people make it out to be at first, but as more time went on, especially during the Halloween 2019 event, it was very clear that this guy had some problems when interacting with him, on top of how he pushed for content we all didn’t always approve of together as a team during this time.

If you ask Clloy who this was, this was the same person that sparked the whole Tower of Difficulty Chart: Revamp trend to happen around this time, especially because Squishy absolutely HATED Tower of Difficulty Chart’s classic version in Ring 2, and got others around him in the process to do the same thing, including myself.

And yes, this was **BEFORE** the current version of ToDC: Revamp we have now that was made between me, Clloy and It_Near was added in, let alone developed on.

Some time during 2020, though, he wanted to try and make a revamp for Tower of Difficulty Chart that he wanted to add ingame, while also getting permission from It_Near to get it added ingame.

Oh god, was his attempt at a revamp something, for sure.

Quality-wise, it was pretty good.
The gameplay and design were bloody nice for what it was worth around this time compared to the classic version, but man, did Squishy have to rush us so goddamn hard while he was hosting the collaboration.

It eventually got to a point, where all focus was put into the revamp he wanted us all to make, and it just put so many people that were JToH Developers off from it, with some not even wanting anything to do with it at that point, such as Gammattor and even Clloy at one point being uncomfortable with how Squishy handled the collaboration.

Clloy DMs
https://i.gyazo.com/b9b1b4e12513b47f60ef6ca0455ce407.png

Eventually, he got demoted because of how increasingly unhinged he got because of disagreements between him and the rest of the JToH Team, coupled with him just being a creep and even an outright degenerate all around with the way he talked and used furry slang at inappropriate times.

To be fair, though, I did 100% agree with his idea of getting ToDC revamped at the time and I still did after he got demoted. This inspired me to eventually get in contact with It_Near myself about making a revamp together with him, and Clloy caught wind of this and wanted to help out with it, much like how Clloy caught wind of me wanting to make a revamp for Tower of Inferno Galore alongside Fauxyde.

Despite some issues regarding how ToDC:R was reviewed, I'm still super glad that Jukereise ended up reviewing the final version and ended up passing it, eventually getting it confirmed for Ring 2 and replacing the classic version after the three of us implemented her suggestions.

Despite some protests from people who enjoyed the classic version, despite the amount of hatred it got from a majority of the community, ToDC was, at the end of the day, It_Near's tower, and he, without too many objections or regrets, immediately got it added ingame.

At first, people were skeptical of it, but over the years, the community considers this version much better than the classic version, which you can ACTUALLY STILL PLAY in the actual JToH game by going to Halloween 2019 and doing ToDC:C there in the ruined Ring 2, right before the Totem From Hell boss fight if you really want to relive it for the sake of nostalgia.

So, in a sense, yeah! SquishyShibes did help make ToDC:R better than the old version, so I do have him to thank for making this happen in the first place and ending up fulfilling a wish of his!

Besides, he did definitely have a fair share of contributions to the game as well, such as initially coming up with the idea of the Totem From Hell boss fight for Halloween 2019, and helping out with implementing suggestions when the #suggestions channel was a thing, so he isn't all that bad as the JToH Team and some veterans of the game make him out to be.

Chapter VI: CBE_Simon, Junoong20, Indqx, and other Degenerate Incidents

Gee, more fucking incidents!

Anyone from around 2019 and 2020 should know who these three individuals are and how hard they simped for female JToH players, especially PsychoticMute, who was frequently targeted by CBE_Simon and simped over by Junoong20 and Indqx.

While PsychoticMute was, legally speaking, a MINOR at this time.
Take a moment to let this sink in.

Now, to give Junoong20 and Indqx credit, they aren't AS bad anymore as they used to be, especially Indqx, who has grown so much ever since 2020 and, despite having moved on from this and regretting his actions, has come to terms with what he's done and learned never to do this again and matured as a result.

Junoong20 is still a degenerate with what he posts on occasion, though, but not to the extreme extent as some people paint him out to be.

PsychoticMute DMs
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https://i.gyazo.com/d22311c90d8606fdd8117a76e27c7c93.png
https://i.gyazo.com/482c45778781f670c0de65e2ed1456c9.png

https://i.gyazo.com/cd3948b4565a13adcd0cb13182aeb1ad.png

However, I will say that indqx and Junoong20 aren't pedophiles. They were just being degenerates or creeps towards female JToH players, as they weren't over 18 and were minors, too.

It wasn't only Junoong20 or Indqx who drew NSFW and fetish art of PsychoticMute or other female JToH players or obbiests, though, as a few other degenerate players would draw this kind of sick, nasty artwork depicting female JToH players/avatars doing sexual acts to either themselves, or to someone else. I've definitely received a few nasty screenshots of NSFW work in my DMs from time to time.

PsychoticMute DMs
https://i.gyazo.com/1d0222361212e126cc8d874baf32b175.png
https://i.gyazo.com/d1dd24cdf7b06acf6443d03ef24822d6.png

Later on, Junoong20 would be banned from the JToH server for very obvious reasons, alongside indqx being kept on a tight leash within the community and with the JToH Team keeping a very, very close eye on him, up until he just left much later, and got his towers taken out of the whitelist and no longer wishes to have anything to do with the JToH community.

Please, do not go after Junoong20 or indqx, thank you. They wish to have nothing to do with this.

PsychoticMute DMs
https://i.gyazo.com/8ab18e0b1d20bca284fbb57058817989.png
https://i.gyazo.com/4c9e42f8790e8be881961687e8b03bb8.png
https://i.gyazo.com/519e0703c6d41ab3a433a09fdb18bbcf.png
Now, CBE_Simon, on the other hand, is a whole 'nother dangerous fucking can of worms to talk about.

CBE_Simon, jokingly known as CBT_Simon that was coined by Punkynil, or XNDUIW, or going by his real name: Simon Phung, was, to put it lightly:
A fucking creep in the community.

He was usually pretty obsessive about JToH and anything they worked on, especially as he usually made a lot of his towers under a week and submitted them for a review, regardless of their quality that usually amounted to shitloads of shovelware for curators

to put up with, which often ended up in said submissions failing 9 times out of 10 outside of some rare occasions, like Tower of Crystal Ruby.

Would he decide to improve his towers that failed for a second review? Hell nah, they'd just leave them as is and put it in one of his games that no one cares jackshit about and move on to the next tower instead of trying to fix up their tower they just got reviewed, which would continue netting him fail after fail after fucking fail.

And on top of that, he would advertise his real actual school's logo in some of his towers, coupled with just making questionable and weird decisions in his towers that put off so many players, especially the curators and the JToH Team that warranted several warns for him or even outright legal action being taken in some scenarios.

However, most notably with CBE_Simon, was that he, a legal adult that was well over 18 years old, stalked female JToH players and obbiests, even those that had female avatars, like mine, despite me clearly being a male behind the computer screen. He was just such a perverted being all around, even soliciting NSFW imagery of female Roblox avatars and players here and there, or just talking about inappropriate topics to minors.

Anyways, one particular person on the JToH Team he ended up stalking was, of course, PsychoticMute, who was still underage at this time, while CBE_Simon was a legal adult at around 20 years old.

Things were NOT pretty at all when it came to anything related to this problem, and I can assure you that PsychoticMute can testify to her experiences with this if you decide to contact her about it, but please, be respectful and don't go harassing her for any of answers, please.

Anyways, CBE_Simon did what most horny JToH Degenerates did best.
He made insensitive remarks, he was acting awkward and weird around her and other female/feminine players, and PsychoticMute initially didn't find this too problematic, if not a bit weird and creepy, up until he ended up actively started to obsess over her, mainly because around this time, PsychoticMute's avatar was a catgirl with an actual tail and ears on her avatar, which did lead to several warns and with him being very closed to being banned on several occasions.

However, the worst was yet to happen, and up until now, CBE_Simon was banned from the community, yet, was still actively maintaining his fangame of mediocre as shit towers.

One day, out of nowhere, CBE_Simon went past the moral event horizon by ***DOXXING*** PsychoticMute herself, who, mind you, was around 16 or 17 years old at this time.

Also, remember to consider the mere fact that CBE_Simon, a grown-ass legal adult doxxed a fucking minor, as well as wanting to forcefully get her to be in a relationship with him?

This obviously freaked out EVERYONE that got themselves involved with this drama, and this was swiftly met with CBE_Simon getting permanently banned and even outright exiled from the JToH Discord, with no chance of him getting the ban revoked.

Even then, though, he kept on doing this kind of shit behind closed doors, up until he was finally fucking reprimanded for his actions, arrested and charged for it, yet, because he had a mental disability to use as an excuse, he still walks free in today's society, being able to do whatever the hell he wants.

And he isn't fucking ashamed to admit some of his wrongdoings to his community or people he interacts with, either. At least he gets a point for not being a lying sack of shit, compared to some JToH Team members nowadays, but still, that's no fucking excuse to go out of your way to **Dox. A. Minor.**

https://rblx-users.fandom.com/wiki/CBE_Simon#Controversies
And no, using the "*I have autism*" card, despite you being able to testify having that diagnosis, isn't going to get you anywhere when it comes to excuses or reasons for acting this way, Simon. Seriously, I hope you've gotten some actual help and moved on from the tower building community since you got banished from JToH, because you honest to god need it if you still get attracted to minors to this very day and doxxing them, still.

At least Indqx and Junoong20 are ashamed of their actions and have made attempts to improve their mental health and redeem themselves, while you've just sat around and done nothing, Simon, except leech off of your parents instead of actually making something out of yourself.

Hopefully you all should know what it was like being in my position, a 21-year old having to deal with seeing all of this shit being done to an underage girl, especially as I was a Helper around this time that had staff powers and had to help assess the situation the best I could.

I could only do so much to help, and wished I could have gotten CBE_Simon banned much, much sooner before this got so out of hand as it did.
With all that said and done, let's finally move on to Ring 8 itself.
Prepare yourselves, this is gonna have some nasty stuff in it.

Chapter VII: Ring 8

This ring was where I lost my Helper role, and where I reached a huge breaking point that was bound to happen sooner or later, especially in my spot during this time.

Where to begin?
I recall being in a very bad place when it came to my mental health, especially from having deprived myself so much from having worked and basically carried the entire development team during Zone 3's development, coupled with my grades at the time going further downhill and distancing myself too much from the rest of my classmates and friends that they just didn't acknowledge my presence on some days, or just in general refusing to talk to me because of how socially awkward I was during those times.

This was just miserable all around for me and I did not take care of myself as a person whatsoever, or went on breaks. I didn't even go to anyone to talk to about my problems and stresses that were plaguing me and no one in the curation, development and staff teams even seemed to really notice any signs of what was about to go down in the days before the storm that was going to occur.

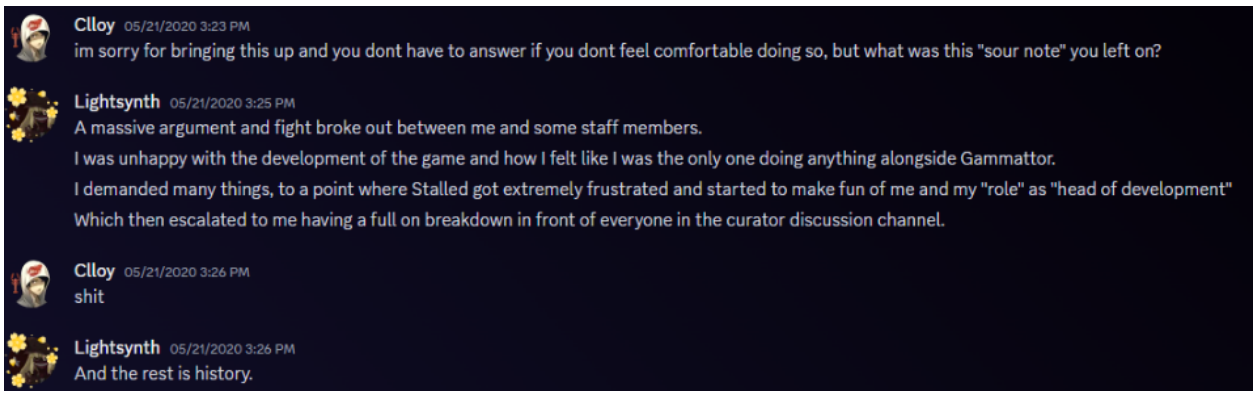
Not helping it was that there was a huge tidal wave of bad tower submissions being thrown at the curators to deal with, with most of them just being fail after fail after fail.
It was super fucking demotivating for not just me, but for other curators around this time, as it would repeatedly end up with it failing for the same reasons.

May 7, 2020
zaijo 05/07/2020 7:52 PM
btw
Lightsynth 05/07/2020 7:52 PM
?
zaijo 05/07/2020 7:52 PM
one of the reasons i dont feel like curating is because i reviewed back alley towers which were really demotivating to review through
Lightsynth 05/07/2020 7:53 PM
I can understand. Reviewing through a sea of mediocre or bad towers can seriously demotivate a curator over time, especially if they can't find a good tower.
Again, if you feel like curating again, feel free to take part in curator apps when they happen.
Thanks for your contribution to the curating team, by the way. Good luck with whatever life has in store for you.
zaijo 05/07/2020 7:59 PM
oh also i might apply for helper if those apps come out because i see myself being more invested in that role
since discussing stuff i actually enjoyed

Before the incident that happened with me leaving the JToH Discord during Ring 8's development, I did help with picking some of the towers when tower polls were happening before this had happened, but then left around the time the Challenging and Catastrophic towers were being picked.

However, now that we've reached my breaking point, let's talk about what happened. ***Fuck.***

One day, something in me just snapped and I went on a complete tirade that culminated in me leaving the server for a while after a huge fight between me and the JToH Team, particularly against StalledStorm775 regarding making a Head of Development role for me, as I've done a lot for the game and in taking charge organizing developers and getting them to work for upcoming areas, yet, was refused this privilege and was made fun of by the very same people who just sat around and did nothing while I was doing all of the hard, sweaty labor for them.


Clloy 05/21/2020 3:23 PM
im sorry for bringing this up and you dont have to answer if you dont feel comfortable doing so, but what was this "sour note" you left on?
Lightsynth 05/21/2020 3:25 PM
A massive argument and fight broke out between me and some staff members.
I was unhappy with the development of the game and how I felt like I was the only one doing anything alongside Gammattor.
I demanded many things, to a point where Stalled got extremely frustrated and started to make fun of me and my "role" as "head of development"
Which then escalated to me having a full on breakdown in front of everyone in the curator discussion channel.
Clloy 05/21/2020 3:26 PM
shit
Lightsynth 05/21/2020 3:26 PM
And the rest is history.

I still have yet to remember everyone I argued with that day, and if they're reading this and vividly remember me getting pissed off at them around the time Ring 8 was in

development, I truly am sorry for doing that at the time, but you need to understand where I was coming from when I say that I wasn't happy with how slow and extremely unorganized the game's development was going, on top of the fact that I was mostly doing development for it by myself in regards to making anything for the game, while everyone else just sat back and didn't do much to help.

Memories of this moment for me are somewhat fuzzy in my head, but from what I remember, I was **incredibly pissed off** and Stalled denying me these privileges and making fun of me on top of that basically got me to leave the JToH Discord because of how I was being mistreated by one of the game's very own staff members.

I didn't even do anything to help myself, especially my mental health, which would unfortunately carry over to the seasonal events that would be worked on after the ring was finished that would have its own slew of consequences during my time spent as a developer for JToH.

Professor_Skittles DMs (Trigger Warning: Suicide, Self-Loathing)
https://i.gyazo.com/6b4dcd976e33ab5428474ab445c4eacd.png
https://i.gyazo.com/88d3db7a56041ab4278de8cb3060142f.png
https://i.gyazo.com/a3f55c4d38d74dd053cc965804a8ab83.png
https://i.gyazo.com/868ef7b4948132a01e5a0e70e6abd8d0.png
https://i.gyazo.com/cc940f72f521b335b5e8529478616e2c.png
https://i.gyazo.com/fba9e7affbbc56af762a984ef76389aa.png

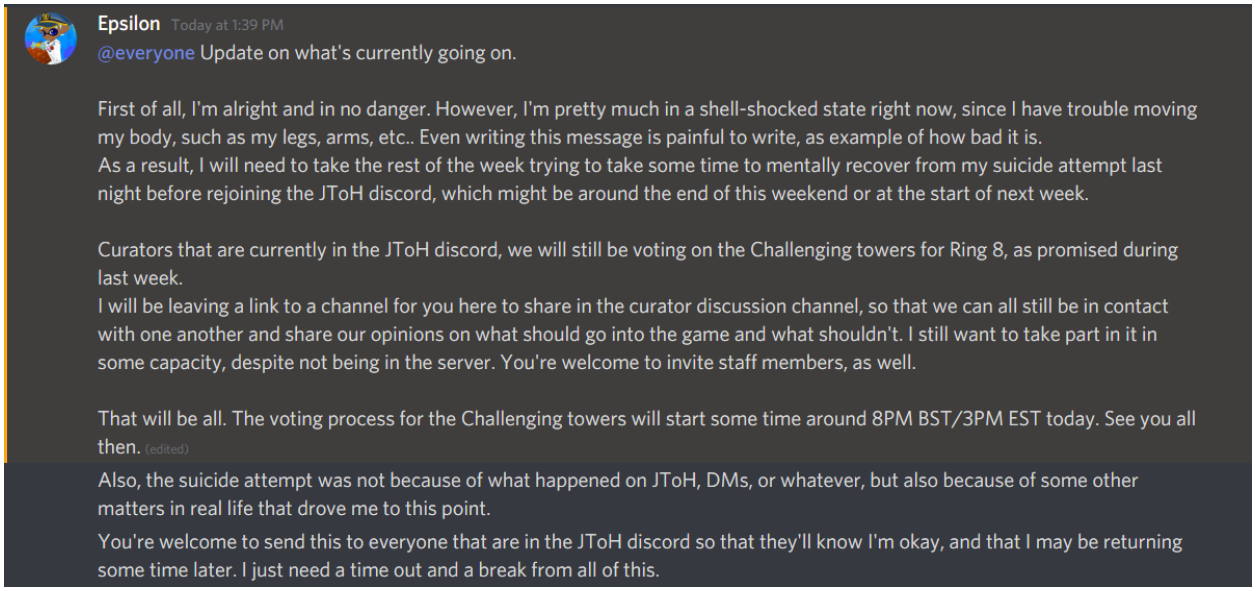
Vendetta06 DMs
https://i.gyazo.com/f711ccad92041e7cf3f4ca105c69647d.png
(It's funny seeing him hope that I'm feeling better, when nowadays, he doesn't even say any of this towards me any more or asking me how I am, and says he has trouble understanding me when in reality, he doesn't even seem to care any more for his colleagues, especially for me.)

Thankfully, I didn't end up killing myself, but I was still in a very bad mental state all around.

Did the JToH Team do anything to help? A little bit, but it wasn't enough.
They never told me to go take a break from the game or forced me to take one, and just left me to my own devices and punished me when I got rightfully pissed off at them for being so neglectful towards not just the game, but the mental health of their developers that were actively working on the game alongside the curators being demotivated to

review anything, while the JToH Staff just sat back, watched and profited off of my work along with everyone else's.

This was also around a time when I was absolutely pressured by my parents in the same way Gamma nowadays is being pressured to focus more on his life than on JToH, on top of my college teachers chastising me and my failures, which contributed to driving me up to my breaking point, with feedback from them that I had significant trouble with understanding and learning on how I can improve my grades on certain topics, which drove me insane as more time went on, because I wasn't focusing on my education, which affected my grades and lowered my chances of being able to pursue my initial interest at the time: Marine biology.


Epsilon Today at 1:39 PM
@everyone Update on what's currently going on.
First of all, I'm alright and in no danger. However, I'm pretty much in a shell-shocked state right now, since I have trouble moving my body, such as my legs, arms, etc.. Even writing this message is painful to write, as example of how bad it is.
As a result, I will need to take the rest of the week trying to take some time to mentally recover from my suicide attempt last night before rejoining the JToH discord, which might be around the end of this weekend or at the start of next week.
Curators that are currently in the JToH discord, we will still be voting on the Challenging towers for Ring 8, as promised during last week.
I will be leaving a link to a channel for you here to share in the curator discussion channel, so that we can all still be in contact with one another and share our opinions on what should go into the game and what shouldn't. I still want to take part in it in some capacity, despite not being in the server. You're welcome to invite staff members, as well.
That will be all. The voting process for the Challenging towers will start some time around 8PM BST/3PM EST today. See you all then. (edited)
Also, the suicide attempt was not because of what happened on JToH, DMs, or whatever, but also because of some other matters in real life that drove me to this point.
You're welcome to send this to everyone that are in the JToH discord so that they'll know I'm okay, and that I may be returning some time later. I just need a time out and a break from all of this.

As much as I back then said that I didn't attempt this because of JToH, the reality couldn't be further from the truth, as it was a result of bad management, mistreatment and neglect from StalledStorm775, one of the game's head of staff, mind you, alongside the lack of respect that I got from the JToH Team on everything I've done for the game, despite how positive the community's reception was to everything I've made for them.

In my DMs, Array, who I had an online crush on around the time, approached me while I was away in my DMs and this is what the conversation was like.

I'll just skip to the part that's important around this time, as the Challenging tower picks were good.

Apologies in advance if this triggers some people, I was just in a very bad state of mind at this time, and I apologize especially to Array for having to read this.

Array DMs post-JToH Discord Leaving
https://gyazo.com/95be243e27d26aee46cf60c33fc2453f
https://gyazo.com/425f7fe07395647b4e6dc0c9b5800cd0
https://gyazo.com/468130048e57a81682d232941037e99f
https://gyazo.com/cce7c650eccf2f470b3bbd19353f62ab
https://gyazo.com/7ee060c1ea07b34928c40313d3b8721f
https://gyazo.com/af0677bf71f210317cca5494936029b1
https://gyazo.com/b8b898ef1ad4758bc322d45f8b58620e
https://gyazo.com/914dc45bcb1ceeecdc9fdaeb0fcc3d73
https://gyazo.com/914dc45bcb1ceeecdc9fdaeb0fcc3d73
https://gyazo.com/866432c73cde8e8bcfc34efe3ec2017c
https://gyazo.com/43e2a0c738c45167567a090b93602b09
https://gyazo.com/452dbd42744338771921c5b2dd2c1261
https://gyazo.com/cab492d44995f40c941d84dc74b91bcd
https://gyazo.com/f322ad9a25e54322ebd609aa1389ed6a
https://gyazo.com/e6f43f7a15a9f1cd73b13edde96a5faa
https://gyazo.com/0dbc8b15e2a2fbfc8381ae1029137214
https://gyazo.com/2c7054f395b006504863d3d14b548cd7
https://gyazo.com/24f559d19c352c45895d033c812a2d0a

And while this was going on, I was also talking to Vendetta06 around this time, whom I was still decent colleagues with, compared to now where I just don't like him and his practices when it comes to how the JToH Team works.

Vendetta06 DMs
https://i.gyazo.com/b31aa0d3d324607f59f8a0b5f389a0bf.png
https://i.gyazo.com/445d3a1957f0c058cf14cb752beec30c.png
https://i.gyazo.com/078c81974ef57d219073d8e922fab682.png
https://i.gyazo.com/a467125b11fcf46aba587b3e165bdb21.png
https://i.gyazo.com/efd48d451468183e2560f6dbe96464a7.png
https://i.gyazo.com/f3b724157020bec9b26d9c7a2a20ced3.png
https://i.gyazo.com/00337e928cab8249599eb4f6e3986459.png

If you need a TL;DC (*Too long, didn't click*),
I got very upset at the Catastrophic pick for Ring 8, especially since I thought at the time that it would be awful for people to play through, because of its gameplay and issues being too similar to ToER's issues of just resorting to cheap artificial gameplay to boost it up to Catastrophic, such as softlock spam, overly long floors, and gameplay that was damn-near impossible to read, let alone practice on.

Eventually, me and Array reconciled, forgave each other and moved on, but didn't forget what had transpired that ended up with both of us ending our relationship on the spot, as Array wanted it to be a casual online relationship, whereas I was on the other side of the coin, wanting it to actually be serious, as hopelessly silly as it may sound.

Though, I definitely understand where Array was coming from, especially now, as such a relationship has a very, very slim chance of ever happening.

Funny how I was correct in this situation with my opinion of ToGF sucking ass, though, because ToGF nowadays isn't received all that well by the community outside of a few people that take a liking to it and call it a good Catastrophic or even the best one out of everything, which, okay, fair enough, I'll respect your opinion, as objectionably, it is one of the better Catastrophic towers in the game, especially compared to Tower of Elongated Runs, but that isn't saying much compared to the other Catastrophic towers ingame that all have some issues that all of them share together.

Same deal when I rejoined the Discord and got my roles back: I forgave everyone for my meltdown once I came back from my break and continued working on Ring 8 together. Though, not without some discussion from the JToH Team that ended up getting my Helper role removed, while leaving me with only Curator for the time being with a possibility of getting my Developer role back.

Gammattor DMs
https://i.gyazo.com/35783627569de484690d2edf51f8ac4d.png

Jukereise DMs
https://i.gyazo.com/475e30ac0748eae4331efc9902ad8a59.png

And while I wasn't around for ToSO being polled as Peak Remorseless during my time away, if I had played it for polls alongside everyone, it would have clued me in a long, long time ago on how the curators, developers and staff team play through the towers during polls, especially when reviewing towers of this difficulty that I nowadays don't approve of and find absolutely lazy on the JToH Team's behalf more than anything.

I'll get back to this later in this document during 2022, because it's going to be pretty freaking important.

Anyways, after I came back from my break from the server, the rest of the lobby's production went okay for the most part, outside of how everyone was on edge about

Ring 8 being leaked, which I think definitely contributed to how the staff team felt about their own developers going rogue on them at any moment.

It didn't help much that a now-former staff member, who shall remain anonymous in the images below mentioned something to Household_Tool, another former staff member for the game about the staff team being extremely paranoid in general about keeping the ring under wraps in terms of development.

Anonymous DMs
https://imgur.com/a/edlyeiq

Basically, as far as I knew from this person, nothing was happening in the staff or dev-related channels, outside of a ton of paranoia and JToH Team members being mistrustful of one another, on top of being very unorganized overall with my absence.

After I returned, work on Ring 8 was decently smooth sailing and to ensure I didn't repeat the same mistake as I did with burning myself out during Zone 3's development, I assembled a team that were willing to help out with building the zone, which included DispensableArray, Professor_Skittles, N4_3, Cronku, and the rest of the devs and staff that were willing to help out with the ring.

Development, outside of that one mental breakdown, went pretty well.

However, motivation was hard to come by as we didn't have much from Jukereise herself this time around to work off of and only had the ring select as a base or an idea on what should be added in, which didn't help much, outside of getting a small general idea.

The main lobby area being located inside of a mine was not decided by Jukereise, but was decided upon by us, the people working on the lobby, especially with Cronku at the time very much wanting us to try to give this idea a shot in the first place, and this is still an idea that he came up with that I still like to this very day.

Especially the minecart idea, which wasn't originally even meant to be a thing before we decided that it would be a cool way of spicing up the way players would get to towers rather than just the generic: "Do a generic obby to get to tower portals" approach. No, we made it much different this time around, with Gammattor scripting the minecarts and integrating gameplay to them.

However, despite us having fun working on the lobby and its ideas, that fun, especially with us being transparent and communicating a lot about how development was going on during an upcoming area would abruptly come to an end, and I'll get into that now.

One thing I will say that I still consider absolute bullshit to this day is the Catastrophic pick for Ring 8, and the incident that followed after as a result of this that impacted development for upcoming areas in the future when it came to secrecy, and the JToH Team and its developers communicating and keeping the community up to speed on how upcoming areas for the game are being worked on.

Do I have some choice words for how this was handled, that's for sure, because despite me finding ToGF to be the best of the worst choice out of the Catastrophics, unnerfed ToAAA should have gotten in over what ended up getting picked.

Many that stuck around this period of the game's development know that the lobby ended up being leaked by a former staff member, and surprise surprise, it was Cronku, who at the time was a staff member that was known for creating Tower of Orientating Oscillating Opinions, which got into Ring 7, alongside Tower of Astronomically Aimless Annoyances, which would later got into Zone 4.

Both of these towers were considered significant fan favorites and even outright masterpieces within the community, on top of Cronku being a Helper that was held in high regard by the community when it came to top JToH tower builders and had an impact on the game's development to some extent alongside revolutionizing tower building standards back in the day, to a point where a lot of people just created knock-off versions of his towers, which ended up not seeing as much success as his towers did.

Tower of Astronomically Aimless Annoyances, which Cronku had gotten to consistently pass, with one review made of it achieving a perfect 30/30 score, alongside this tower back then being considered a Peak Terrifying/Baseline Catastrophic, and was considered an absolute masterpiece of a tower, having achieved a perfect score in its review and seemed to have a very good shot at getting into game once it was about time to start playing through the Catastrophic candidates.

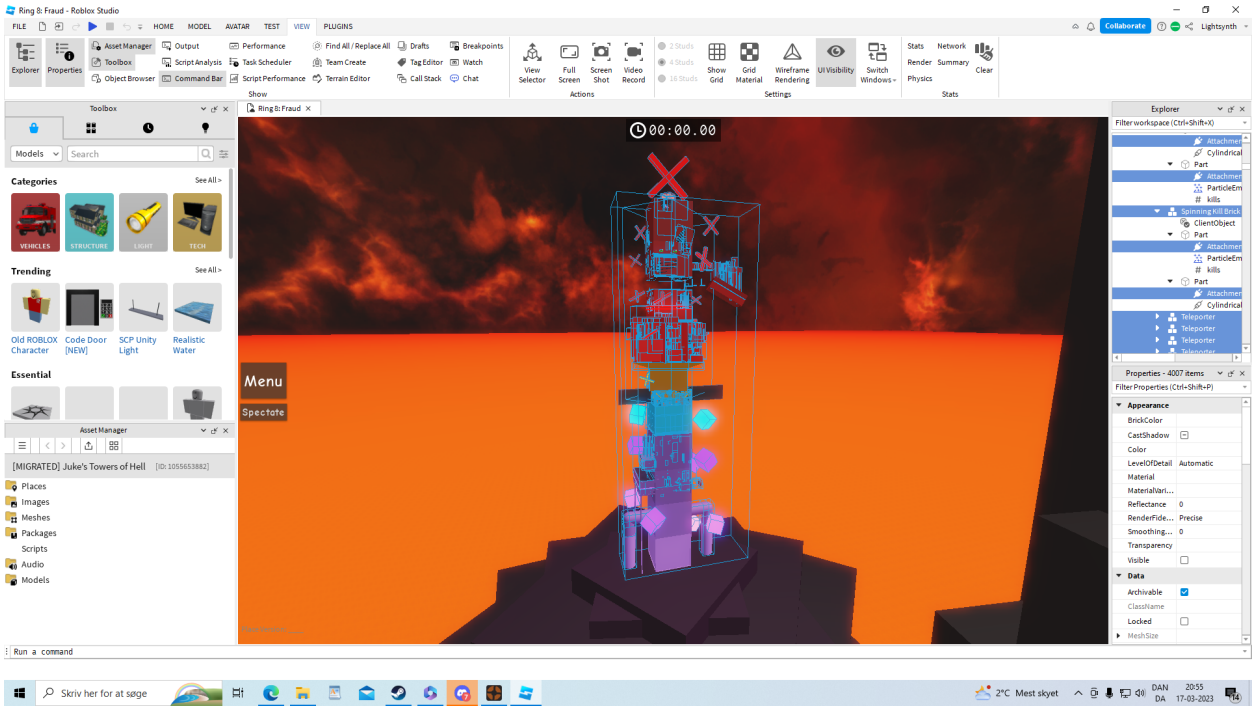
However, the tower was suddenly deconfirmed from being able to participate in tower polls out of seemingly nowhere before they had even begun, which left a lot of people confused as to why this was the case. Well, they would eventually get an answer.

The reason given for why it was removed from the polls, was because its part count went above the intended part limit, a.k.a.: Over 4000 parts, and it was ultimately removed from the polls and was instead replaced with Tower of Generation Failure that Feodoric created, a pick at the time that I still vividly remember disliking by a huge amount when DispensableArray came forward to me about it, as shown in the screenshots provided with the links above.

That, or we could have picked Tower of Shunning Excursion, which was temporarily confirmed for Ring 8 before being removed, or Tower of Overthinking Life Choices, both of which exist now in the Pit of Misery, which I remember actively hating at every step of the way while playing through them.

After Tower of Generation Failure got selected and was subsequently put into the lobby, I checked the part count of the tower at the time, and the results… are dumb as hell.

Now keep in mind, I ended up being able to only get this screenshot and overall part count, because I still had access to the version of JToH owned under Jukereise, which was eventually migrated to the group version.



Taking into account the union spam going on in the tower, coupled with the models only counting as one “part”, **ToGF pretty much managed to cheat the whole system by spamming unions to try its hardest to keep it under 4k parts, when it was technically so much above the intended limit and broke the same rules as ToAAA**

did, only for this tower to get in, because it, yet again, technically didn't break the rule via a loophole that Feodoric knew about and abused, with no one in the JToH Team batting an eye to this.

On top of the reviewer that reviewed it, Tintom495 basically ending up repeating the same mistake here that Coatesultimate1 did with ToER by not taking into the account the overall length making the experience incredibly frustrating and annoying to play through on legitimate runs without noclip, and was relatively inexperienced with reviewing or curating towers in general versus everyone else that was capable of doing so, coupled with the wildly inconsistent difficulty that people constantly complained about, especially in the second half even to this day with how hard it spikes up in difficulty in comparison to everything else.
Also, just like ToER, ToGF ended up being rated as a High Terrifying, but was ultimately raised up to Bottom Catastrophic the moment everyone in the dev and curation teams found out just how brutal and unforgiving the tower was to play through, with pretty much everyone that played through it during polls abusing the everloving shit out of noclip just to get through it and end up giving their votes on it.

(Scroll down for the review Tintom495 made of ToGF.)

tintom495 Jan 1, 2020 11:49 PM

Tower of Generation Failure by @Feoducky
Reviewed by: @tintom495

Gameplay: [15/15] ★
++ The tower had GREAT variety.
+ The tower has no luck based sections.
+ The tower's difficulty was consistent.
+ The tower uses the kit in a pretty decent way.
+ There were no broken/bugged sections.

Design: [3/5]
+ No z-fighting found. (at graphics >1)
- A medium amount of minor misalignments was found in Floor 7.
+ There was a visually appealing use of objects, platforms and such.
+ And with that, good attention to detail.
- Floor 6 was hard to navigate, especially at the very cramped part that is not made for claustrophobic people.

Creativity: [10/10] ★
+ The tower had a good atmosphere of tower generation or something like that.
+ Which is why the tower name correlates to the tower.

Finally, let's just not forget how biased the review in general just feels.
Both Tintom495 and Feodoric were known around this time to be decent friends with one another, and had worked on prior towers together that they had collaborated on together.

While this review was conducted on the 1st of January of 2020, this tower, according to the staff team around the time of Ring 8's development, did not break the "4k part count limit" because of the rules this tower managed to circumvent around and find loopholes to exploit this to its advantage, whereas ToAAA unfortunately didn't utilize this very same trick, and ended up getting cut from the Catastrophic competition outright.

Predictably enough, Cronku, ToAAA's creator, who still had Developer and TC access to JToH, went absolutely fucking livid at this happening.
The result? He went into Ring 8's TC, took screenshots of the lobby and that's where Ring 8's lobby got leaked out of spite by Cronku, who, mind you, was reasonably upset by the decision to exclude ToAAA from the polls that he had worked so hard on since 2019 to 2020, and was immediately demoted the moment this happened and was subsequently exiled from the community when everyone figured out what had happened and started pointing fingers at Cronku as if he was the one in the wrong here.

I will be the one to say this.
All sides, including Cronku's side, the JToH Community's and the JToH Team's were at fault for letting this happen in the first place.

From Cronku going too far with his reaction and leaking the lobby when he shouldn't have done so, to the JToH Community blaming Cronku for what had happened without knowing the context behind any of this, and the JToH Team that basically broke their own rules by allowing a tower similar to ToAAA get into the game, despite said tower effectively breaking the same part count limit rule that ToAAA broke in the first place, and for not apologizing to Cronku or letting him know in advance to optimize his tower so that it could have had a better shot at getting into the ring.

Everyone had their reasons for reacting the way they did, but with this revelation in mind, I sympathize far more with Cronku here than ever now for what had happened to him that led to this whole mess in the first place, and the amount of hate and distrust he got from not only the JToH Community, but also the JToH Team from simply getting ToAAA denied the Catastrophic spot for Ring 8 for such an incredibly stupid oversight on the JToH Team's behalf such as this seems extremely unjustified, no matter how you look at this whole incident.

Cronku eventually came back to the JToH Community and remedied this issue with ToAAA later on in Zone 4, but we'll talk about the tower again when we get there.

Around this time, especially after I came back, I had also lost my Helper role and was never getting it back due to how unstable my mental health was and the staff team wouldn't want risking something like the meltdown that I talked about at the start of this chapter ever getting out of hand again.

While I didn't really mind this happening all that much initially, especially as I eventually got my Developer role back after Ring 8 released, this really only ended up locking me out of the staff chat channels that they refused anyone who wasn't a Helper or above to see and read the contents within the channel, and not being able to know or see what the staff team were discussing about behind everyone else's backs outside of themselves, especially when it comes to me providing any sort of evidence or screenshots exclusively found within the staff chat channels.

Unless if I had a mole inside the JToH Staff Team's ranks, there is *no way* for me to be able to provide actual evidence against the JToH Team's corruption and fall from grace, which for me was slowly making itself apparent to me as more time went on, especially nowadays with how its management is currently ran.

Anyways, Ring 8 launched, and it was a decent success.

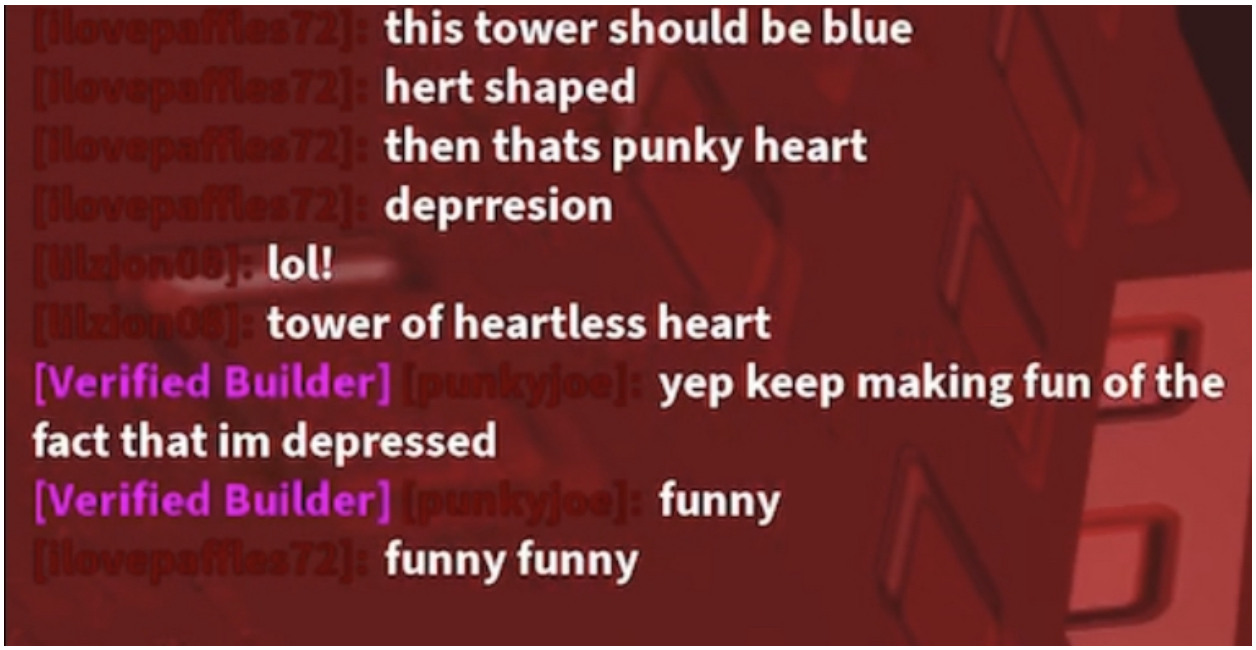
Not to the same extent as Zone 3 or Ring 7 when that area launched, and it was here where we got our first actual Catastrophic victor going by the name of Kaan2005 after he beat ToGF.

Kaan, one of this game's best players at the time, made history with this single accomplishment alone… until later, where it would be revealed that he had cheated ToGF by abusing skips, knowing about checkpoint locations from an exploiter that gave him the locations of them, which ended up with him getting banned off of the JToH Discord and rendering his ToGF win illegitimate, which I initially found as justified, but now feels like he should be unbanned now that over 2 years have passed, and he has since atoned for his sins and wants to come back.

However, I do agree that ToGF was not beaten legitimately, which it later would be a bit later after Ring 8's launch by someone else.

One more piece of significant drama that happened after this was Punkynil and an incident relating to Tower of Insult to Injury, which used to be in Ring 8 before it got removed a few months ago for reasons that I'll get in 2023 of this document.

Punky around this time was not in a good mental state, so to speak.
Despite the warm reception her tower had gotten from the community and members of the JToH Team, she was unfortunate enough of playing through Ring 8 at a time when this exchange happened between her and a player, which IceNSalt had given me through our DMs together back when he was still around the community, despite having grown a distaste for it.


this tower should be blue
hert shaped
then thats punky heart
deprresion
lol!
tower of heartless heart
[Verified Builder] [punkyjoe]: yep keep making fun of the fact that im depressed
[Verified Builder] [punkyjoe]: funny
funny funny

IceNSalt DMs
https://i.gyazo.com/0d654e23b7447526ac0c8907df9d532a.png
https://i.gyazo.com/8759d6b3523b1d097233349f725a65c5.png

After this exchange, which upset Punky so much that it drove her to a suidicidal mood, Punky left the JToH Discord and was unable to contacted for several hours on end, but would later return a few months later, although, I wouldn't say her mental health had improved by then.

My attempt at publicly calling people out for this kind of crap and attitude towards a depressed person drew the attention of the JToH Staff Team, especially AwesDoggo and StalledStorm775, who were pissed off at me in the curator chat for trying to defend Punky and to stop whatever I was doing before it got too out of hand, as it, in their eyes, would spread more drama when that wasn't even my intention of doing so.

And after all that, and with Ring 8 now public for everyone to play, I asked StalledStorm775 if I could become a developer for the game again, and was basically forced to follow the terms he enforced on me, or my next demotion, in his own words, would be permanent.

Jukereise DMs
https://i.gyazo.com/ab705712e6aac391521518d5d0a73a34.png

After Ring 8, it was time to work on the events again for that year.
Dear god, it was something to marvel at behind the scenes.
Before we get to that, though, let's talk about a little side project of mine I tried to kickstart that some people from around this time may remember.

Chapter VIII: My Attempt at Making My Own Fangame

Yes, this was something I tried to make to distance myself away from JToH, especially as I wasn't too happy with the direction JToH was heading in during this time, which is funny, considering I especially don't like the direction the game is being headed in nowadays thanks to the JToH Team's decisions and current standards when it comes to how they handle upcoming areas and when selecting what passes and what fails, or picking towers for upcoming areas, but I digress.

This fangame of mine was called "***Realms of Purgatory***" and would have been based off of Dante's Purgatorio from his trilogy known as the Divine Comedy, similar to how JToH's Great Inferno is based off of Dante's Inferno from the same book that JToH's World 1 based itself off of.

Work on the fangame started off alright, but it quickly became evident that it was not going to head anywhere with the dev and staff teams I had set up there, as it essentially just boiled down to it falling into the same trap as so many other fangames did.

People didn't really want to put too much passion and effort into a fangame that wasn't going to be as attractive as JToH was, we relied too much on community submissions rather than make a set of towers ourselves first to release alongside the game, before opening up community submissions, and we were lacking in motivation and scripters.

The scripters we did have were developers from JToH, but predictably enough, they wanted to focus on JToH more than Realms of Purgatory, a mistake on my end, as it ended up with me pulling the plug on the fangame entirely because of a lack of motivation for it and that it was basically going nowhere.

Maybe now that I no longer want to associate myself with JToH and can move on to other projects after this document is published for everyone to read, I can go back to this or rebrand it entirely, but that's really up in the air if I have the motivation for such a project or not.

IceNSalt DMs
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https://i.gyazo.com/254a1d4edee947e0ab5d0f3a03eeb8fd.png
https://i.gyazo.com/a1ba0a086fc8fe02ab633cac60d282a6.png

Clloy DMs
https://i.gyazo.com/89f36cc4343e895f75fceb15bea21374.png
https://i.gyazo.com/d97f896ee5edc482e80fb5617750e1c7.png
https://i.gyazo.com/65e13bbf124c9f9c3dfb40e429a1447c.png
https://i.gyazo.com/1dcf9ed97674c7b311bd77a385402abc.png
https://i.gyazo.com/abef9d5992d34edd64ebaf9e0fb6d98c.png
https://i.gyazo.com/ee0853f367ec8ebcff3eb956a3cdd953.png

Now, my DMs with Logan_ISL as shown below were pretty interesting, because while I did talk about some things regarding Realms of Purgatory to him and making him aware of it, I also expressed and spoke out about my opinions on the staff team towards him, seeing as he started to become a very good friend of mine that had also been put through a similar experience with him being wronged by the JToH Staff Team in the past, too.

Logan_ISL DMs
https://i.gyazo.com/6fd0841abf08f75580d52bfc30adffd2.png
https://i.gyazo.com/a0e49114fd4bc4237e77ebf6fd81c33b.png
https://i.gyazo.com/d6272d229601d31ee68dc0143fced3b9.png
https://i.gyazo.com/a604cf5380de0ddf3ca17ea54e8e7b29.png
(In the above screenshot, I talk about how the staff had treated me and signs of their negligent abuse being directed towards me.**)**

(Signs of abuse, more specifically, developer neglect from the JToH Staff towards me were already showing themselves around this time and I had no one else to speak up about my experience with them except for some friends of mine, whom I didn't want to put in any danger if I spoke out about my experiences around this time.**)**

Logan_ISL DMs (Continued)
https://i.gyazo.com/6f8fbca814a7407150f60708e3c82be6.png
(Funny looking back on this conversation, seeing how Stalled becoming Head of Staff was initially seen as a good idea, now I wish this didn't happen with how bad Stalled's personality as of late has gotten, from my experience.**)**
https://i.gyazo.com/12a1cea23061ed9ea9d68f7355e52b8a.png
https://i.gyazo.com/2399a43e6ac68839569d99b51cac9472.png
https://i.gyazo.com/cfe351d2b66c2ab36ce5c41fe1c18fbb.png

Yeah, this is something to take in, isn't it?
For one: Clloy was being given the silent treatment by the staff team despite being promised to have his chance of regaining his developer role being talked about with him involved.

Second: The dev team was completely unorganized, coupled with Awes neglecting his Head of Staff role, alongside several other issues popping up,

It's no wonder why I started to not like working with these people even back during Ring 8 development, considering my meltdown was from a huge source of stress in regards to this game's development and the staff team failing to do their job in telling me to take a break, when it was absolutely needed, coupled with their failure at basic human interaction and treating their co-workers and colleagues with proper respect and gratitude.

Anyways, onto the next event I worked on for this year, which people generally remember me contributing one of my most ambitious works to the game, ever.

Chapter IX: Halloween 2020

A lot of people really enjoyed Halloween 2020 with some of the steeples that the curators around this time had to offer, outside of Steeple of Pumpkin Panic basically being a middle finger to players trying to beat the event, but considering what went on behind the scenes in regards to Citadel of Horrifying Phobias and the event in general, it was… ugly, to say the least, especially when it came to being around me.

My mental health still had not fully recovered by the time the citadel's production started, mainly because of my meltdown that I had suffered during Ring 8's development, and even with a head start on it some time around late July or early August, there were already major complications when Nosav, a former helper and a

curator at this time that I had a shitload of beef with prior to starting work on CoHP, offered his services to help make the lobby, but later stepped back and said that he was not going to make a lobby as long as my citadel's size was the way it was, and refused to work on the lobby any further because of that very factor alone, targeting basically no one else, but me and the citadel I wanted to make, which was originally meant to be a tower.

Either that, or he did it to get a reaction out of me, as he didn't really like me all that much, even back in 2019, as he did have a tendency to troll the shit out of me, despite it being only funny for him and no one else.

Yeah, pretty fucking scummy shit all around from his end, and not long after, he was booted off the team with DispensableArray instead taking over the lobby building business for the event, while the rest of us got to work on the steeples and with me, PsychoticMute and DuskPyramid taking on the citadel that I wanted to include for the event.

Progression on the citadel was… well, let's put it like this.
It was slow at the start, and it wasn't until some time around September or October when development on it actually started to pick up some steam.

However, Dusk ended up dropping out of the citadel, which basically forced me and PsychoticMute to do all of the heavy lifting from there on out with help from Gammattor for the final Darklaus chase and Vendetta06 on optimizing the citadel and getting the final Darklaus chase working properly due to some bugs it suffered from.

By the time we reached and were about to finish the Totem From Hell Mk. II boss floor, though, the event was already about to start with the steeples, and we simply needed more time to finish up the citadel's boss and balance the difficulty of the citadel itself before it could be published for everyone else to play, as Array claimed it was around Insane difficulty during that year's Halloween.

Procrastination on the developers' behalf pretty much ruined the release schedule for CoHP to come out, alongside the steeples and the Aradiant Guardian, coupled with various updates from Roblox that also broke conveyors that made this project a freaking nightmare to try and fix before releasing the citadel, which unfortunately made me consistently lash out at everyone else around me on top of having to deal with the stresses of college, especially towards DispensableArray, whom I was being particularly verbally abusive towards on top of just in general being a huge dickhead towards her and Dian during Halloween 2020's development.

I, frankly, should not have been working on this citadel with so much pressure from my college to deal with, but Array constantly pecking at everyone and making sarcastic comments at the time was very off-putting not just to me, but to everyone else on the receiving end from her.

Her doing this to me began to increase after I reviewed Tower of Dance Dance Destruction and later down the line, Citadel of Twists and Weirdness, where she would take her frustrations out on me about it despite the fact we both had decent relations while on the JToH Team together, even post-breakup.

Vendetta06 DMs
https://i.gyazo.com/ed31f59e7824f16d9e70adf314449edf.png
https://i.gyazo.com/7715055e219926b1c609f9c8066270da.png
(A few months later, during Halloween 2020 development)
https://i.gyazo.com/7792adbd6e4b0fd0763fd35eef7aa516.png
https://i.gyazo.com/5b4f19598757019ab33e4b7796ad681a.png

Gammattor DMs
https://i.gyazo.com/9ff5bca94bb47f2e52f9aad34874b0c6.png

That's also not mentioning the fact that even after CoHP was released to the public, it still had a lot of issues and bugs that were glossed over or just straight up not reported during bug testing, such as lag issues on the lightning floor that people couldn't get past that the bugtesting team had completely overlooked, for some reason, people dying to a broken ghost chaser CCO that Vendetta06 made because Dian did not want me to borrow his cosmic clone CCOs used in Steeple of Cosmic Terror, which worked much better for the Totem From Hell Mk. II boss, alongside other bugs that ruined the citadel for many players, which was pretty fucking disappointing overall and ruined the initial reception the citadel itself got.

Vendetta06 DMs
https://i.gyazo.com/11055ff794928fbc35e721dbabf6cbf7.png
https://i.gyazo.com/0c2ce70322fb4fba38c42eecb373bece.png
https://i.gyazo.com/46284354a30aae7c0ad8ace3af05ad54.png
https://i.gyazo.com/0670b1453bc86bffd4b0e77269e19b9e.png
https://i.gyazo.com/d4f0d81ff09257bc4477b64c27084024.png
https://i.gyazo.com/1042b21c174b98480b72e9127ab12070.png
https://i.gyazo.com/2d139d718fd1821483b3db8042905573.png
https://i.gyazo.com/c99b768c583ea3060594a9d17f2c66e4.png
https://i.gyazo.com/d456eee1576dc06ddb4612812e463367.png

You get the idea of how extremely stressful it was for me.
It was very stressful for not just me, but for Vendetta and everyone else that was also working on trying to get this citadel properly working, especially with Vendetta06 as of recently at this time getting Developer and being forced to fix this as soon as possible.

I'm still spiteful towards Dian for not helping me out here, since I was practically begging for him to allow me to use the much more functionable cosmic clones that he made so that people would stop randomly dying, with him refusing this easy fix from him every single time I tried to bring it up, up until a few years later when he suddenly decided to change his mind about it and allow me to use them, mind you, two years later after the event released, and with no way of getting the items any more from beating CoHP, which makes it pointless to try and beat nowadays except for nostalgia or if it's featured in a monthly challenge.

Fuck you, Dian.

And this ended up making me somewhat vent out my frustrations about this lack of cooperation between us all even more to Jukereise.

Jukereise DMs
https://i.gyazo.com/483c5bf3f8baa0facc680511d3beea1e.png

And finally, there were some problems regarding Darklaus' final chase song during the Totem From Hell Mk. II boss, which is small potatoes compared to the absolute hell that was Halloween 2020's development.

The song in question was Defiant to the End from Inverted Fate's OST, a song from an Undertale AU that plays during Undyne's final phase during the neutral route final boss.

The creator of it, philiplol, contacted us about getting it removed, which forced us to choose a replacement song in order to respect his and Dorked's wishes.

Thankfully, it could have been much worse.

Still, this citadel remains by far my most ambitious project that I've ever made for this game, and it, alongside Zone 3, still holds a place in my heart, despite all the issues and flaws it had on launch.

If not for the setbacks it had in its production, and if procrastination and petty in-fighting, bickering and dick-measuring between developers wasn't such an issue, this citadel, in

my opinion would have turned out far, **FAR** superior than the end product the community got instead.

Also, let's not forget just the way this event was handled on Jukereise's behalf.

The Aradiant Guardian was fine, but suffered from literally the same issue as Darklaus, where if you didn't have other players helping out, you're basically kinda screwed.

It was yet again a boss that required multiple people to play the boss in order to win against it alongside the main content of the event, plus, with Steeple of Pumpkin Panic being extremely notorious for its execution in its concept and gameplay, this easily turned away so many people from even wanting to try to beat the event in the first place, which kind of limited who even got to the Aradiant Guardian in the first place, as Logan_ISL yet again points out in his Events video in his JToH Flawed series: **https://youtu.be/irNyKzS1DCg?t=1295 (Up to 24:18)**

Needless to say, this event had its fair share of flaws and drawbacks that really made some players, especially those not capable of Intense skill level to beat it because of Steeple of Pumpkin Panic alone barring so many players from even getting access to the Aradiant Guardian because of its frustrating gameplay.

Even with the addition of the extra content post-boss, unlocking this alone was not fun at all, and just got more and more demotivating the further you progressed into the event.

Despite some of the alleviations the JToH Team tried to implement and fix up, the damage and reception to the event was already done to it, especially by the time CoHP was released with its own slew of issues.

Chapter X: Christmas 2020

By the time we had reached November and were already working on the Christmas event, I was so exhausted from all the bickering and drama between me, Array, Dian and even other JToH Team members that occurred throughout October during CoHP's development, and I didn't show much interest in the Christmas event that year compared to Halloween.

Mainly because my winter depression really took its toll on me, on top of having a huge fucking assignment for college to work on for the entire winter, with pretty much no breaks for me to take.

Even when I could help out with the event, I couldn't really bring myself to even work on the lobby for that year's event, outside of the boss arena for Xeria & Aklough that month alongside Array, despite how awkward it was between us both, and setting up the arena for Floor 10 of Tower of Hot Chocolate Fury.

There, that's it, I made nothing more for that year's christmas event.
Overall, from my experience, working on the Christmas event was a complete mess of delays and unorganized development that stressed out everyone involved with the event, especially Jukereise, who had to work on getting yet another boss made with an insane amount of scripting and trial and error required from her.

This stemmed from a result of lacking manpower that we had in general for the event, especially when it came to working on the bosses and ToHCF on the developer side of things.

Yes, the steeples were finished in time and managed to release to the public without them posing too many issues when bug testing and fixing their bugs, but the tower that was supposed to be released alongside it, coupled with Xeria & Aklough? ToHCF didn't come out until freaking January of next year, with Xeria & Aklough later coming out three weeks after!

This isn't the absolute worst thing to happen in terms of delays, but considering that this was meant to be a christmas boss, this was bound to be complained about by the community on how this event was handled.

The main catalyst for it taking so long was because Jukereise from the start lacked motivation to finish Xeria & Aklough when she ran into so many problems, most of which was scripting-related, despite having the arena needed to get them working, and wanted the fight to be incredibly complex and diverse when all it did was completely drain her motivation the moment she encountered one simple issue: ***Scripting the entire boss for her in general took fucking ages and loads of trial and error to make, and she ended up running into a shitload of issues and bugs that made the entire boss extremely tedious for her to work on.***

Not to mention, it was a DUAL boss rather than a SOLO boss, with pretty much two bosses packaged into one. This required even more scripting and coding that further contributed to her mental health issues and demotivation, which she did a good job at hiding from the rest of the JToH Team, despite all of the complaints from the JToH Community just continuing to pile onto the pressure of problems she had to put up with.

Shoutouts to her for practically soloing this whole project on her own, but holy fucking shit, this proves that you shouldn't be working alone on a whole boss so damn complicated by yourself as a scripter, especially under such time constraints.

All it will cause is that it's going to be so draining to work on after several months on end.

And even then, when the boss was finally finished and ready to be launched, it didn't come without its issues, as we still had the bug testing process to go through and good lord, was the boss horribly unbalanced and lacked indication with its attacks and the sword being able to charge not even being explained properly until a sign was put at the spawn explaining a simple: "Hold R to charge your sword", which still doesn't really explain what else it did, which we did point out, but didn't take into account the overall average skill level of most players that play the game.

This also took its fair share of time to balance properly and fix any issues the boss had, and ***even then***, it still felt kind of unbalanced when it was released out to the public, which thankfully received a few nerfs to make the overall boss fight a bit more tolerable to put up with, but changed it in such a way where people went from trying to down the boss in one set pattern to another set pattern, initially being downing Xeria, then moving over to Aklough, but after the nerfs were applied, now it became vice-versa.

For me, this event was not a failure by any means, but because of its huge amount of delays and promises that we made that couldn't have been upheld proper, it was just not executed well enough in my eyes to be called a great event.

Logan_ISL once more gives a much better explanation of what it was like from the perspective of an outsider: https://youtu.be/irNyKzS1DCg?t=1866 **(Watch until 36:15)**

Yes, this event lasted so long in fact, that Zone 4 and even Forgotten Ridge ended up coming up during the event. Which, by the way, let's talk about the former now in much more detail.

Chapter XI: Zone 4

Before we move on to next year proper, let's not forget the Zone 4 stuff that was going on behind the scenes.

Nosav and Urchin, behind everyone's backs, had both secretly made a lobby for the "Moon" zone that was meant to be Zone 4 at the time during Ring 8's development,

which AwesDoggo one day revealed to us out of nowhere to everyone in the JToH Team.

I won't excuse my behavior during that day for basically overreacting to it and being pissed off, as I was in a very bad and stressed out mood, but me telling that we should have known all of this in advance was absolutely justified because of a lack of feedback and how horribly optimized the lobby itself was at the time of it being revealed to us, alongside the lack of management and notice to us, especially with StalledStorm775 being particularly dickish towards me and trying to counter every single one of my points despite the fact that my points had merit to them.

Zone 4 around this time was meant to be the Moon, too, compared to what it is now known as the Exosphere.

Nosav was also clearly enjoying getting reactions out of me during this time, too, considering our distaste for one another and his personality being so uncomfortable to be around.

Urchin's DMs
https://i.gyazo.com/609223fb08d207992529c5e7a578d526.png
https://i.gyazo.com/f4f2e9c932e7f2a1845d1ac310e8157f.png
(Nosav trying to get a reaction out of me, nice try.)

Oh yeah and mainly because, for one thing: The lobby didn't even resemble a moon whatsoever, despite Nosav claiming that what the satellite that makes up the main lobby area is actually the moon itself, compared to what the actual "Moon" lobby the community would later get when Zone 5 came out from the JToH Team, but we'll get there when we get there!

And second of all, the lobby has always felt rather soulless and lacking in variety to me.

Don't get me wrong, the interior of the satellite looks nice and I do like the idea of the lobby without question and the overall atmosphere of the zone was good, but the actual surrounding terrain around the lobby feels very copy and pasted and generic, with a blatant lack of variation with the platforms outside of their difficulty colors, despite some of the themed towers that were selected and the layout of the satellite itself was initially rather complicated to traverse through due to all of the detailing within it.

And finally, this zone just lagged like a motherfucker and was horribly optimized when we did get our hands on it and started development on it.

I kid you not, when trying to move around in Zone 4's TC **with constraints disabled, by the way,** my computer, which was a Windows 8.1 computer around this time, ended up overheating and I was forced to shut it off before it started to brick itself with how laggy and terrible the framerate was, just from playing the lobby without the towers, dear fucking god.

Even with the updates applied, and even when you manage to get used to it, you still tend to get a bit lost here and there if you end up forgetting where the towers are, or where the viewing area is, for example, which was especially a massive problem back before we added indicators and arrows pointing at where everything within the lobby was located in.

That being said, it's still a pretty decent lobby all around nowadays.
If only we had gotten feedback on it much earlier and knew about it from the start, we wouldn't have had to change Zone 4 from "The Moon" to "The Exosphere", and move the actual Moon-themed zone to Zone 5 later down the line, but I blame this squarely on how this was handled on the JToH Staff hiding this information from their developers, especially Urchin, Nosav, StalledStorm775 and AwesDoggo being so silent about this.

2021 - The Last "Good Year"
(Zones 4 & 5, Forgotten Ridge, Ring 9, Paradise Atoll, Tower of Mirrored Hecc: Revamp & "Halloween"/Christmas 2021)

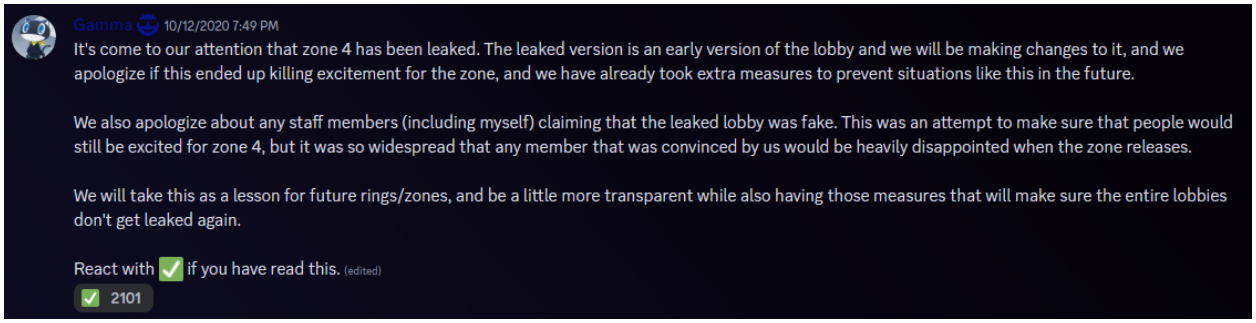
Chapter I: Zone 4 & Decima Incident (Continued)

Now, when it came time to pick the towers, we had already optimized the lobby enough so that it wouldn't lag like crazy when it was implemented to the game and plans were already being made to move the Moon zone to Zone 5 to squeeze in a bit more content to the world. We had tried to incorporate the moon itself below the zone as a compromise for Nosav and Urchin not theming their lobby appropriately to what the zone's theme was originally meant to be like, but that didn't work out, as it ended up causing lag and wasn't optimized well, so it was cut out entirely in favor of Zone 4 taking place in the Exosphere, instead.

For most of this zone's development, it went pretty smoothly!

Well, except for a few incidents.

One of which included a leak of a synapsed version of the lobby that Gammattor eventually confirmed to be real, rather than having the JToH Team try to cover it up like we did in the past, such as Ring 8's leak.


Gamma 10/12/2020 7:49 PM
It's come to our attention that zone 4 has been leaked. The leaked version is an early version of the lobby and we will be making changes to it, and we apologize if this ended up killing excitement for the zone, and we have already took extra measures to prevent situations like this in the future.
We also apologize about any staff members (including myself) claiming that the leaked lobby was fake. This was an attempt to make sure that people would still be excited for zone 4, but it was so widespread that any member that was convinced by us would be heavily disappointed when the zone releases.
We will take this as a lesson for future rings/zones, and be a little more transparent while also having those measures that will make sure the entire lobbies don't get leaked again.
React with ✅ if you have read this. (edited)
✅ 2101

Evidently, I don't think they've really learned much from this lesson, as they still have a tendency to try and cover up their lobby leaks for upcoming areas as if the screenshots of leaked lobbies that were synapsed were fake nowadays, or keep them overly secret when it isn't really necessary, and any information or update on JToH's development would be nice for a change of pace?

History keeps repeating itself, I guess, as we'll see when we get to Ring 9 and the areas later.

And one more problem that should be mentioned: ***Tower of Astronomically Aimless Annoyances.***

ToAAA, which you all recall was initially considered for Ring 8, was nerfed down from Peak Terrifying/Baseline Catastrophic down to around the Extreme difficulty at this point in an attempt so that it could get into the zone's primary SC slot, the highest difficulty available for Zone 4 being Extreme.

When I played it at the time, this tower was not fun for me.
This mainly stemmed from the fact that I didn't have the proper skill to play it and I admit that that was a reason for me disliking the tower initially, whereas I would probably enjoy it more nowadays minus the first three or so floors that so many people still complain about to this day, coupled with its unbalanced difficulty and overly long length, which Cronku balancing his towers is always going to end up making certain sections very inconsistent, and the JToH Team does jack shit about these issues people have.

When ToAAA was confirmed and picked for Zone 4, the devs staff teams were still very untrustworthy of Cronku, due to him having leaked Ring 8 lobby, and were afraid that he was going to do something malicious again out of spite.

Didn’t help it when people fueled the fire and added to the JToH Team’s suspicions, as the JToH Team believed these rumors that Cronku had inserted a backdoor into the ToAAA model for him to ruin the game from an alleged rumor of when this was happening and that he had ties with ex-JToH Team members that held similar contempt and dislike for the game and JToH Team in some sub servers he was part of, such as Ciel Speaks.

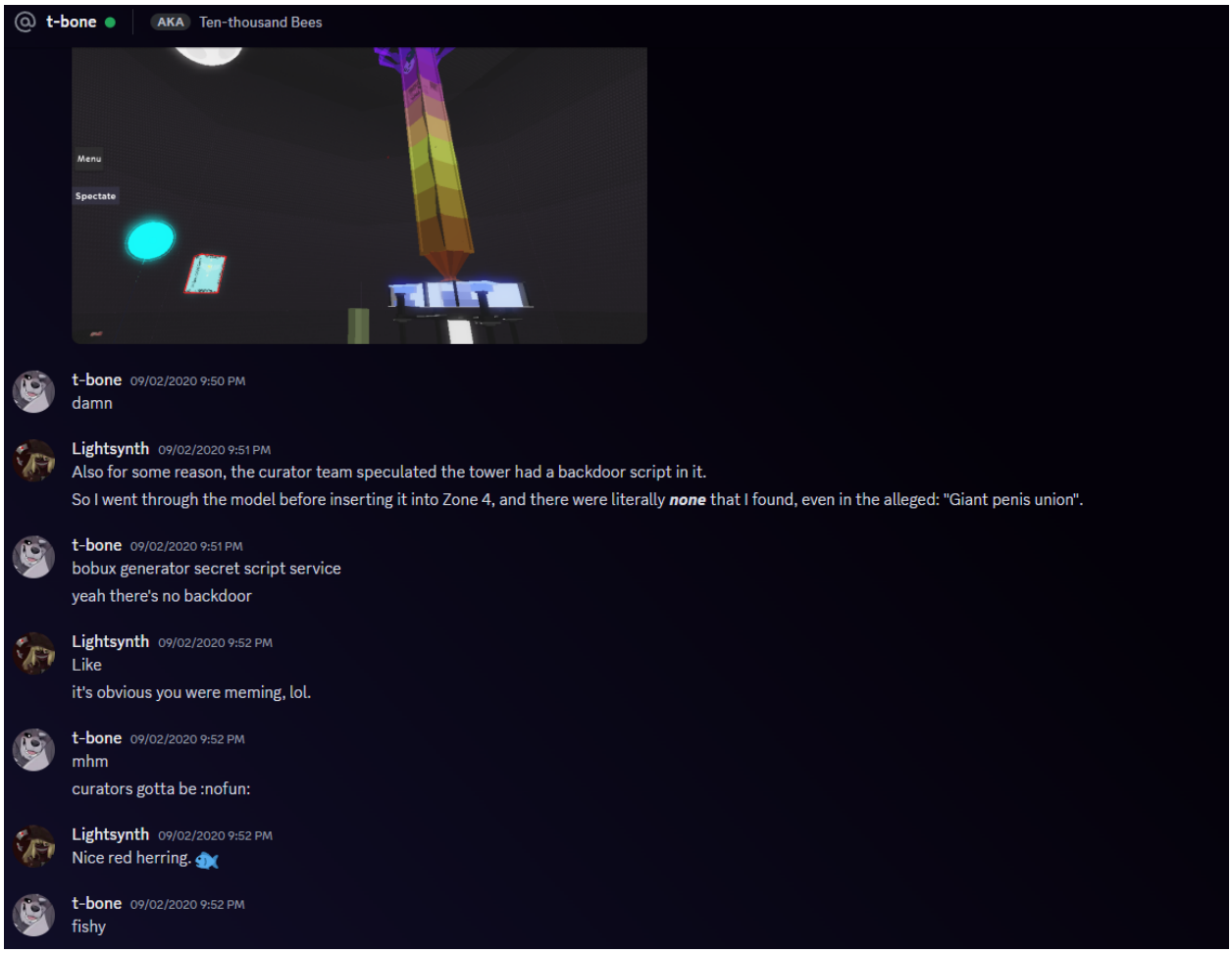
I honestly thought that was a load of horseshit at the time, even to this day.
First of all, I doubt that Cronku would ever have the ability to be able to pull off something like this with just the JToH kit, let alone be able to script something like this in the first place, unless if he got some help from a synapser or an experienced exploiter that was a very good scripter, which even then, I don’t think he would have stooped **THAT** low, just for the sake of just getting his tower into the game.

And second of all, people were complaining about there being a union in the model called “giant penis union”, which the JToH Team feared would get the game moderated, and it didn’t help that the rumors ended up spreading around like wildfire, which, again, is horseshit, as that would cause Cronku’s account to be moderated on the spot. Roblox’s moderation is shit, but it’s not THAT shit.

So, I basically took the time to scan through the tower for any viruses and inappropriate content, for the sake of the JToH Team, who were treating it as some kind of monster under your bed that would cause damage to the game once it won over the other Extreme towers during polls.

Sure enough, after thoroughly looking through the model, alongside checking out all of the signs included within the tower, there wasn’t a single damn malicious script in the model that contained a backdoor of any kind, or a model, mesh, module, sign or anything that could pose a potential threat to the game, including the alleged “giant penis union” that people on the JToH Team were afraid would get the game moderated.

The JToH Team here had basically overreacted to something that didn’t even exist in the first place, and pretty much just embarrassed themselves, and they don’t want to admit this.


t-bone
AKA Ten-thousand Bees
Menu
Spectate
t-bone 09/02/2020 9:50 PM
damn
Lightsynth 09/02/2020 9:51 PM
Also for some reason, the curator team speculated the tower had a backdoor script in it.
So I went through the model before inserting it into Zone 4, and there were literally none that I found, even in the alleged: "Giant penis union".
t-bone 09/02/2020 9:51 PM
bobux generator secret script service
yeah there's no backdoor
Lightsynth 09/02/2020 9:52 PM
Like
it's obvious you were meming, lol.
t-bone 09/02/2020 9:52 PM
mhm
curators gotta be :nofun:
Lightsynth 09/02/2020 9:52 PM
Nice red herring.
t-bone 09/02/2020 9:52 PM
fishy

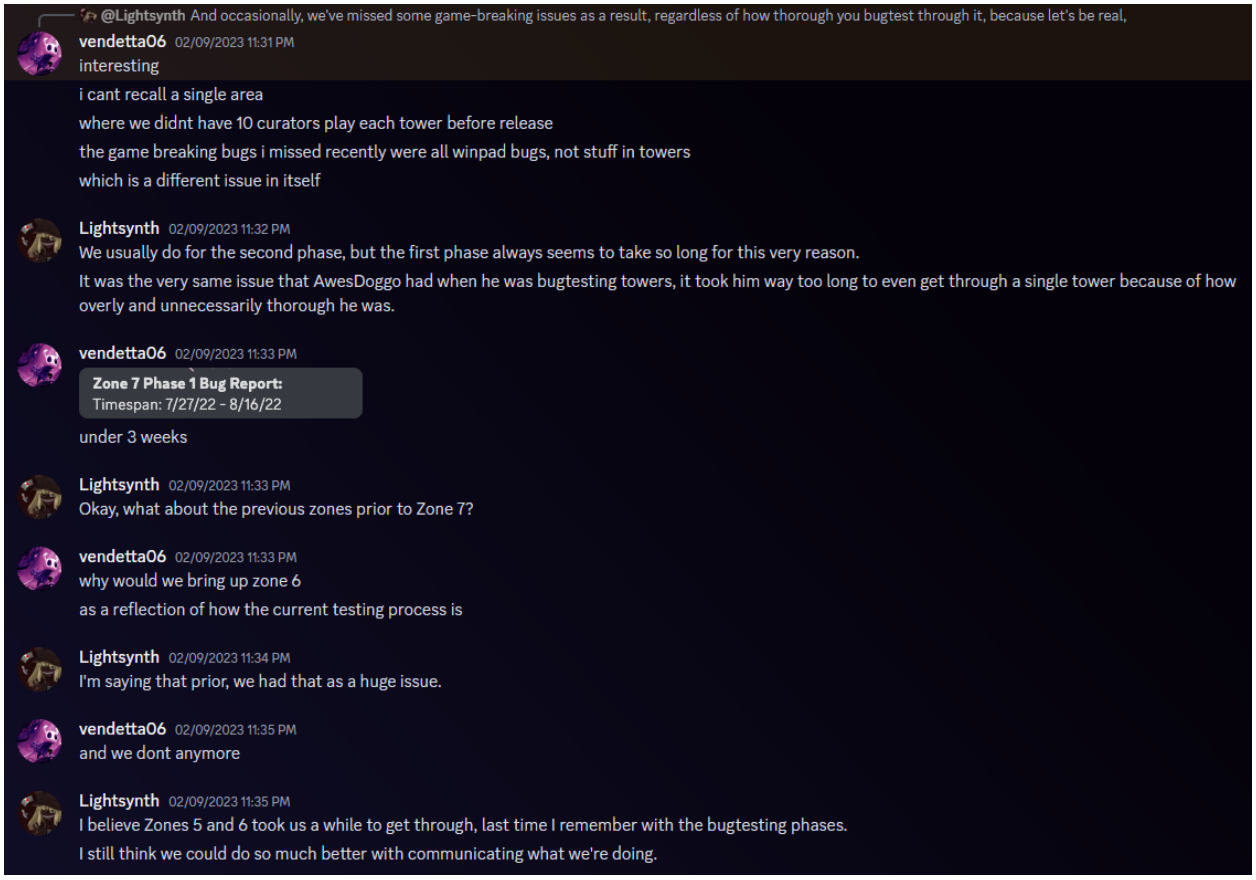
One thing I will say that the JToH Team were correct about, though, was the lag issue that came along with the inclusion of ToAAA.

Dear god, this tower lagged like a motherfucker, even for a decent computer I had at the time and basically required the same method of implementing DistanceAnchoringParts that ToOOO and ToNED at this time used just to get this tower, alongside ToOOO and ToNED functionable, which led to some parts as a result becoming buggy, but otherwise were fine for the most part once certain sync jumps were fixed up during bugtesting.

Speaking of bugtesting, Clloy was actually picked up to help us with bugtesting, which he did a pretty decent job of doing so and kept it between us and himself. However, this would be the last time he would be doing something for the game's development before he was left out of anything dev-related completely, sadly.

Around this time, I also started to notice a pattern when it came to how bug testing was handled, which apparently isn't a problem nowadays with how it's currently being

handled, confirmed by Vendetta06 himself in my DMs with him around two months ago, despite it having its own issues nowadays.


@Lightsynth And occasionally, we've missed some game-breaking issues as a result, regardless of how thorough you bugtest through it, because let's be real,
vendetta06 02/09/2023 11:31 PM
interesting
i cant recall a single area
where we didnt have 10 curators play each tower before release
the game breaking bugs i missed recently were all winpad bugs, not stuff in towers
which is a different issue in itself
Lightsynth 02/09/2023 11:32 PM
We usually do for the second phase, but the first phase always seems to take so long for this very reason.
It was the very same issue that AwesDoggo had when he was bugtesting towers, it took him way too long to even get through a single tower because of how overly and unnecessarily thorough he was.
vendetta06 02/09/2023 11:33 PM
Zone 7 Phase 1 Bug Report:
Timespan: 7/27/22 - 8/16/22
under 3 weeks
Lightsynth 02/09/2023 11:33 PM
Okay, what about the previous zones prior to Zone 7?
vendetta06 02/09/2023 11:33 PM
why would we bring up zone 6
as a reflection of how the current testing process is
Lightsynth 02/09/2023 11:34 PM
I'm saying that prior, we had that as a huge issue.
vendetta06 02/09/2023 11:35 PM
and we dont anymore
Lightsynth 02/09/2023 11:35 PM
I believe Zones 5 and 6 took us a while to get through, last time I remember with the bugtesting phases.
I still think we could do so much better with communicating what we're doing.

Prior to Zone 6, Vendetta06, by himself, would usually take the burden of bug testing all of the towers in the zone that were being worked on, as he claimed that he was the best bug tester we had on the team compared to everyone else, very reminiscent of how AwesDoggo did his method of bug testing for previous upcoming areas.

That isn't to say he didn't appreciate getting help with bugtesting other towers in upcoming areas, but he wouldn't really consider them fully bugtested, unless if he did it himself and logged everything on the Trello bugtesting board for upcoming areas.

This kind of behavior would have lasted around one and a half years up to around Zones 6-7's development, until we actually started to include the rest of the curators, devs and staff to help along with the bug testing process, though, again, not without its issues that I'll get into when we get to it, as not everyone that was bugtesting the towers were competent enough at their jobs.

Even with this decision that was made on his behalf, history repeated itself like it did with AwesDoggo when it came to ToSM's initial release around Ring 6's era, as there were still bugs and issues that Vendetta06 ended up missing that caused a few game-breaking issues and problems that people would quickly report like major lag issues in regards to Tower of Aquatic Contemplation, or buggy clientobjects or obstacles in towers that heavily rely on that style of gameplay and towers that lacked proper playtesting in some areas.

Vendetta06 would barely tell us, if at all show us how he ends up bugtesting the towers for the upcoming areas, like any leader of a professional bug testing team would show and teach the rest of the JToH Team to do it the way he did it, which ended up slowing down bugtesting significantly despite our complaints, and those who did help out with bugtesting didn't have proper experience and ended up missing out on some bugs that ended up later on being frequently reported in #issue-reports. Oops.

I still don't know if he has ever shown or taught anyone to bug test the way he does it when it comes to bug testing in upcoming areas like Zone 8, just so that bug testing in general goes by much quicker, and is much more organized and more thoughtfully put-together.

And finally, let's not mention a certain tower that was deconfirmed around this time:

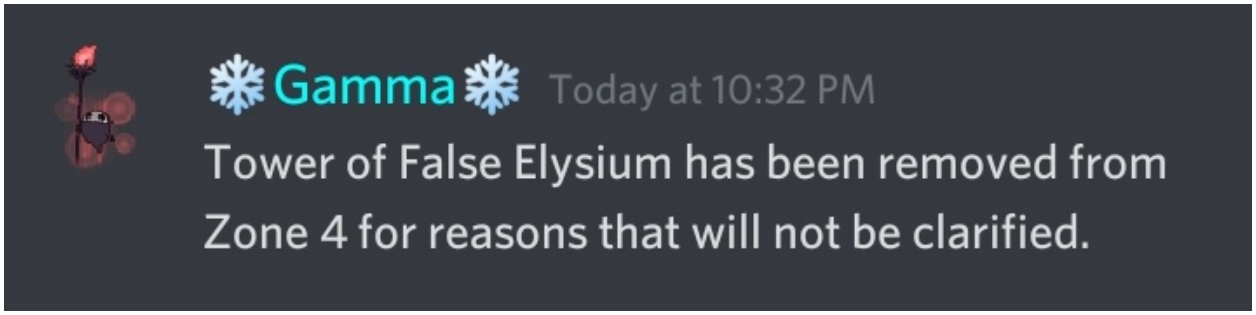
Tower of False Elysium, and 0decimal083

No, not Tower of Purified Illusions, surprisingly enough.
That tower has its own reasons for being deconfirmed, because it was deemed too low quality and not fun enough to play, but I digress, as that's irrelevant to this next chapter of 2021.

This tower, made by Decima, was a very good addition to Zone 4 when it was first confirmed, despite some of its skeptics saying that its gameplay and quality was too similar to ToOOO in terms of quality, yet, that didn't stop it from being a fan-favorite pick for the area.

It was scheduled to release alongside everything else in the area, as it mirrored Tower of Elysium from Ring 4 the same way old Tower of Purified Illusions at the time mirrored Tower of Corrupted Nightmares in the same ring. However, one day, it ended up suddenly being deconfirmed from the area, alongside Decima herself being banned and promptly exiled from the JToH Discord permanently, with no way of getting entry back into the Discord itself.

What happened to cause ToFE's deconfirmation for many has remained a mystery, and would not be clarified by the staff team when it did get deconfirmed and as for why Decima was ousted and banned from the community entirely.



Well, it's time to rip that bandaid off and clarify these reasons.
Take this from someone who witnessed this firsthand within the JToH Team at this time, and knows what was going on behind the scenes as one of its developers.

QUICK DISCLAIMER BEFORE YOU READ WHAT'S SAID BELOW.
PLEASE READ THIS.

Decima does not wish to be harassed, stalked and have people go after her anymore.

She wants to move on from all of this, especially after the publishing of this document that will serve to give a final closure on whatever the hell happened during this incident that caused her exile and departure from the JToH Community.

I will basically leave this image link for people to look at.

For the last time, please, do not go after Decima and drag her back into this mess. Doing this immediately will put you in my personal server's blacklist, alongside giving Decima all right to block your account and take legal action against you if she deems it necessary.

https://i.imgur.com/kLmgSp4.png

With that disclaimer out of the way, let us finally give closure to this incident, as the JToH Team should have done a long, long fucking time ago instead of keeping it a secret for everyone in the community to speculate on.

The reason for why Tower of False Elysium was deconfirmed was because of what was going on within Decima's DMs with other people she interacted with, her subservers that she was part of, alongside the inclusion of inappropriate images, content and design being put into the tower itself.

The breaking point for this was that there was a huge scandal involving Decima grooming Clloy for sexual gratification around this time, whom I was still very good friends with and can vouch for him here that he was the minor while Decima was the legal adult here.

Clloy, at this time, was around 16 years old, while Decima was 19 years at the time. Both of them prior had interacted with each other, mainly since they both had collaborated on a tower known as Tower of Highly Unstable Dreams.

For Decima, the age of consent in her country, which is Thailand, is 15+, compared to Clloy's country's age consent law in Australia, which is 16+. Just barely crossing the age of consent threshold.

Technically, this meant that Decima wasn't breaking any laws, according to her country's consent law, but she borderline broke the law in Clloy's country and most other countries around the world, where the legal age of consent can range from 16 to 18.

The point here, though, still stands that Decima knew full well going into this that Clloy was well below the international age of consent for when Clloy can be considered a legal adult. Therefore, she should not have been so reckless with her actions taken towards an underage person that were to follow, which ended up causing her decline and eventual fall from grace within the JToH Community.

Decima, despite protests from Clloy, couldn't respect his country's consent law and kept on drawing lewd images depicting him and/or his creations, examples including:

- Clloy's avatar getting fucked by an… "***affectionably***" called "***Clloy pole***", which I will ***NOT*** go into any further details about.
- His towers were also drawn as "towerhumans", which was a very popular trend at the time, minus the sexual features on them aside from blatant cleavage exposals. However, these also had NSFW versions of them drawn, such as an NSFW version of a towerhuman Tower of Champion's Road, along with just some nasty stuff all around in a subserver that Clloy, Decima and other people from JToH, including some that were in the staff team associated themselves with, where NSFW artwork was secretly exchanged between the two of them.

Clloy in this situation would instantly be considered the victim of this from an obvious standpoint, especially with my DMs with him regarding most situations such as this between a minor and an adult engaging in sexual-related activities. However, him asking Decima, a legal adult, was also not a smart choice on his end.

Clloy DMs
https://i.gyazo.com/2ff81401be8b7c7f871c802fb27f3a17.png
https://i.gyazo.com/df1362fdd638135dccdcc7a3b94f2f8f.png
https://i.gyazo.com/544bd217762704cef7dfe6a1157d80f0.png
https://i.gyazo.com/7ffd0830785198e59f5db309179d46f8.png
https://i.gyazo.com/f5d01193661e1b5ff8c1c74cf7a42d5b.png

Contrary to what Clloy assumed of AwesDoggo's opinion of all of this was, Awes did not consider Decima a victim, and thought that she was the groomer here.

Clloy then drops this bombshell about DispensableArray at this time, who was defending Decima about this happening, despite everything they had done to Clloy: Both of them were in somewhat close relationship at this time, akin to when both me and Array had an online relationship.

Clloy DMs (Continued)
https://i.gyazo.com/6f2d2680d4db24168815915c59b36837.png
https://i.gyazo.com/effa5e104fda2e10030c0eeb9a241b2c.png
https://i.gyazo.com/7a56f253723074541398ba5710e9dd06.png

And before anyone attacks DispensableArray for this, **NO**.
Array no longer wishes to associate herself with Decima and the actions she took alongside her, because Decima ended up later repeating this very same mistake again to a different user that was an underage minor, which caused Array herself to end up breaking all contact with Decima, as she forgave Decima for what she did the first time to Clloy, but the second time Decima did this to another minor, she knew there was no saving Decima, and left her to her own devices.

Enough said, do not go out of your way to attack or harass DispensableArray about this, nor Decima, as stated in the disclaimer.

Leave them both the fuck alone.

Also, the reason for why Array was somewhat aggressive towards Clloy, well, this is going to come to a shock to everyone who thinks that Decima is 100% the abuser here: **Clloy was also kind of at fault for this for happening, too.**

Now I may know what you may be thinking:
Ari, how the hell is Clloy at fault for any of this happening in the first place, especially as he's the minor of this situation?

Well, fast forward a few weeks after this incident.

Clloy told me that he was part of a private server between him, Decima, Blocker, Household_Tool and some other people where they'd exchange messages to each other, and in Clloy and Decima's case, Clloy would engage Decima in asking for NSFW versions of Decima's drawing regarding his avatars that he would keep for himself and keep all of this a secret between him and her, which around this time was a female roblox Avatar in a christmas outfit with antlers.

Clloy DMs (Continued)
https://i.gyazo.com/37061c2cedcc20abc916611d9aac6a5a.png
https://i.gyazo.com/43327bde58ebb0b075c67945e1b2f4f8.png
https://i.gyazo.com/c17ddd529e4e4d8d215d30ffe9edf074.png
https://i.gyazo.com/f2890e1fa2be56e4e1287491bd4715e3.png

Now to disprove some of the things I said, as it's out of date.
First of all, I was not giving him good advice at being discreet with the drawings he solicited from Decima and I frankly should have told him to fuck off from Decima's server on the spot, as it was influencing him, and the signs of him getting groomed were there.

Not to mention that my comment about both him and Decima being minors initially is now bogus, considering the latter is a legal adult at 19 years of age, while Clloy is a 16-year old minor.

Decima was a legal adult and he was a minor that requested NSFW versions of his drawings, which no 16-year old should ever do and be exposed to this kind of crap, especially in regards to pornography depicting a then-minor's avatar.

Keep in mind that Clloy, a 16-year old minor around this time, knew exactly what he was getting himself into, despite the fact that the evidence provided above kind of

contradicts the story entirely and initially seems to make this incident seem more gray with a lighter shade of black than it really was.

Due to this huge amount of drama that spread out of control got, and how uncomfortable it made not just Clloy, but everyone else all around, coupled with Decima's exile from the JToH community and Discord server because of all this, Tower of False Elysium was subsequently removed from the whitelist and from Zone 4, with Decima receiving all of the bad attention and being painted as a groomer/pedophile on the spot, which she still is, don't get me wrong, especially after she squandered Array's chance at forgiveness by repeating this very same mistake again with yet another minor, as Array told me in our DMs together, on top of still being a predator and going after underage minors in other Discord communities outside of the Roblox/JToH community.

Meanwhile, Clloy ended up receiving sympathy for being a victim of a grooming case, which he frankly wasn't 100% innocent in, as he had, directly or indirectly, contributed to this incident by secretly receiving and asking for NSFW versions of his characters and towers, despite the fact that he he shouldn't have done this, especially as he was underage.

HOWEVER, what makes Clloy more sympathetic and a victim in this regard is that Decima went ahead, knowing all of this, regardless if she knew that Clloy was a minor and not ready to commission NSFW art, still did so anyway.

That single action alone, especially as she has repeatedly done this to other victims and not just Clloy is what crosses any chance of her from potentially also being a victim of a false pedophile/grooming accusation, to just straight up being a blatant predator, no questions asked, despite her intentions and attempts at changing herself.

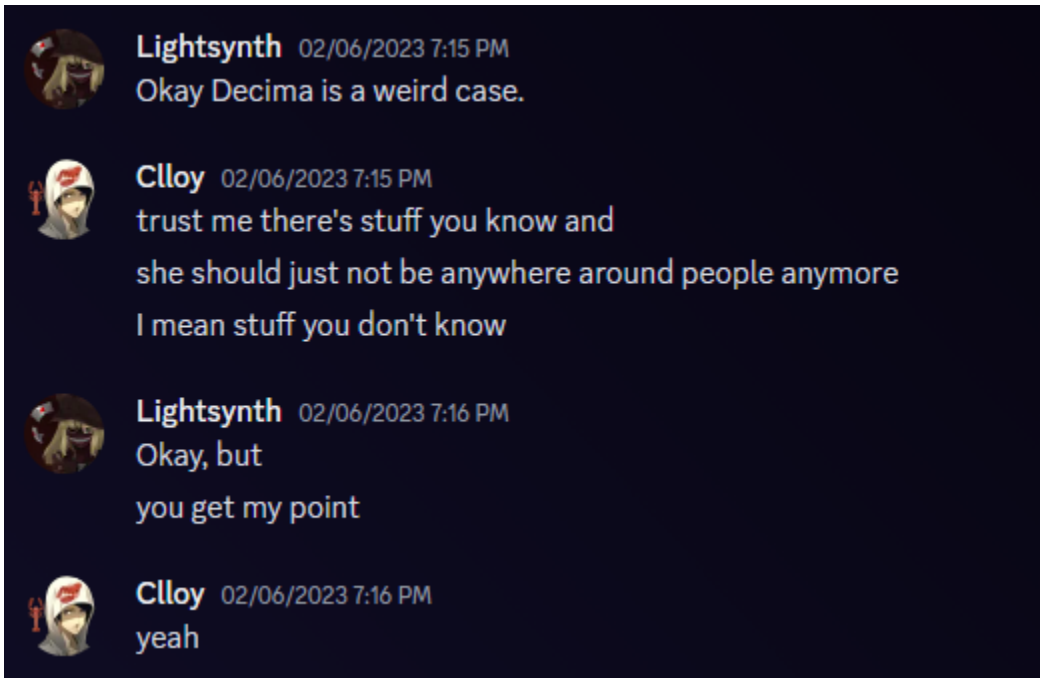
She seriously needs to get off the internet, and seek the help she so desperately deserves, because this is a person that is dangerous to minors around her with more blatant boundary issues than Punkynil has showcased, whom we'll get to later on.

However, in regards to Clloy handling this situation and how he basically asked for NSFW drawings of him and his towers from Decima in the first place, Clloy also isn't 100% a victim in this scenario, despite the fact that Decima had the basic responsibility as a legal adult to not draw NSFW of a minor's avatar, which she still did anyway and shredded apart any chances of her being able to redeem herself.

This was just one of the bigger scandals, and frankly, I can somewhat understand the JToH Team keeping this under wraps, but they should NOT have just left it at “unspecified reasons” and just straight up told people in the server the truth about what really happened, though, I wouldn’t mind them leaving out the more graphic and sensitive parts regarding the images and whatnot.

Blocker DMs
https://i.gyazo.com/972fb56408908f1f9a42845e07bfc09d.png
Me confronting Decima about this
https://i.gyazo.com/818092fc31673c6bc41be401825b642a.png
https://i.gyazo.com/8d8b2137a502200e6dc279ac53467e05.png
https://i.gyazo.com/6e86864083a5db3fdef7df66326f7289.png

(What followed next was me telling her to get out of my DMs, and I would not contact her again for the next 2 years.**)**


Lightsynth 02/06/2023 7:15 PM
Okay Decima is a weird case.
Clloy 02/06/2023 7:15 PM
trust me there's stuff you know and
she should just not be anywhere around people anymore
I mean stuff you don't know
Lightsynth 02/06/2023 7:16 PM
Okay, but
you get my point
Clloy 02/06/2023 7:16 PM
yeah

As for me, I have spoken to Decima again now after 2 years have passed, while she initially seemed to have gotten better, the ugly truth was yet to rear its head as I found out from Array before this document’s publishment, alongside more recent information from Zquidy about the stuff Decima did throughout these 2 years.

She still pulls this kind of crap behind closed doors and is no longer considered a reckless potential groomer with issues, but a downright predator now that stalks children, all because of her country's age of consent law that she's allowed to repeatedly bypass because she technically, by law, isn't doing anything illegal despite the fact over half of the world's countries saying otherwise.

Grooming cases such as these, in any circumstances, should be taken extremely seriously and should be listened to from both sides before you draw any conclusions yourself before action by your hand is taken.

I personally do not like how the staff team handled this whole situation, as it could have been given proper clarification on their end of the situation, rather than just try and sweep this whole incident thing under the rug and leaving people to speculate through playground rumors on what happened.

Please, again, do not go after Decima, Clloy, Array or Blocker, and witch hunt any of them and PLEASE do not go and pester them about any of this information or the document I've written here, as I believe this is sufficient evidence enough that covers this incident in good enough detail to give it a sense of actual closure.

Thank you.

Now, other than these issues, Zone 4 was a pretty good success when it was released!

Having played some of the towers myself, I do think these were pretty solid choices all around despite some of the problems they have, and they still hold up relatively well nowadays despite essentially paving the way for modernism, especially thanks to ToAAA revolutionizing the way builders would make their towers from here on out.

I do still think some towers kinda suck, though, especially Citadel of Quadrilaterals that I will admit, I reviewed a majority of it while abusing noclip, which is where I actually started to care about reviewing towers without noclip to get a better understanding of their overall enjoyment, quality and how well they handled their gameplay and creativity, especially with the bad reception CoQ itself got when it was released for everyone else to play through when Zone 4 came out, and they had to beat it legit.

There was also Citadel of Inside Nonsense by Blocker, Aamos and many other collaborators of theirs that was considered for the zone, and I wished we could have had that instead of what we have now in Zone 4's citadel spot, which would have significantly upped the quality of the zone, in my book.

The inclusion of Citadel of Quadrilaterals instead of getting Citadel of Inside Nonsense in Zone 4 is a mistake I still regret to this day by selecting CoQ over CoIN.

Unfortunate, but it is what it is.

Chapter II: Forgotten Ridge

Around the time Zone 4 was being made, and even before it, there was a contest for a classic tower-themed subrealm called Forgotten Ridge, where people were forced to use a tower building kit akin to how Rings 1-4 era towers used the KToH Kit for building towers with, which wasn't as diverse as the kit used between Zone 4 and Ring 9's developments.

The way this subrealm used to work was that Jukereise would have made a submissions channel for people to submit their towers and steeples for Jukereise herself to look through and pick the submissions that were handed to her by the community, akin to what she did prior to curators selecting which towers got into upcoming areas for the game.

Ideally in the scenario if Jukereise had a lot of motivation, after playing all of them, she'd deem the ones that they thought were good enough to get in.

Juke's method, realistically speaking, though, wasn't really working.
It was very clear that they suffered from heavy motivational issues once more and would have taken far too long to go through all of the submissions, coupled with some of their picks being very questionable overall, as their standards for what constitutes a good tower is drastically different from what the curators, developers and staff members think.

Not that I'd exactly blame them for their massive loss in motivation, though, as they were still being held at gunpoint by the community to finish working on Xeria & Aklough and get the boss out, or cancel it outright, which would end the Christmas event that, mind you, was STILL IN DEVELOPMENT, in disappointment.

Anyways, me, Vendetta and some developers and curators took the time to go through all of the submissions instead of her, picked out the ones we thought were good enough for the subrealm and were the most fitting for what Jukereise wanted for the subrealm, and held polls in a traditional manner as to decide what was getting in and what doesn't so that Juke didn't have to put so much burden on herself at this time.

And to make the subrealm easier for us to work with, Juke decided to reuse the old KToH-era Ring 1 lobby that was made back before Ring 2 was made, except there were some modifications and improvements made to it, such as the addition of extra floating islands, layout changes and small changes and tweaks.

Overall, outside of a few stinkers when it came to some of the steeples/towers, such as Steeple of Pursuit, Steeple of Fading Memories and especially Steeple of Wall Punching, all of which Jukereise decided to confirm for the subrealm herself before me and the other developers decided to take over what got in and what didn't, this was a good addition overall to the game that made doing the first world's progression much easier, especially since this is an early game area of World 1.

SoFM's inclusion, however, rubbed some people off the wrong way, especially for me, as it, to some players, felt like it mocked patients suffering from dementia/Alzheimer's more than anything. Some people, including I, wanted it removed outright, especially as it doesn't even reward a tower point, which made its inclusion feel all the more pointless in the grand scheme of things.

Gammattor DMs
https://i.gyazo.com/01a0f385dbae80ab33da0ba165f4329a.png
https://i.gyazo.com/958c375a31ddafbec046e0a0ec201263.png

This subrealm would remain rather forgettable though, especially as once you complete Steeple of Towering Pillars, there was not much left for you to do here, especially as there was no soul crushing difficulty around this time.

Later down the line, though, after Lost River was released in 2022, Tower of Mind Breaking that was made by Zulpiz was finally added as the Insane SC tower of the subrealm.

This single inclusion of a soul crushing tower in the subrealm finally completed the subrealm and made it less forgettable. The subrealm, as a whole, didn't need much else added, outside of "maybe" a boss battle that Jukereise wanted to include, but I'd be fine with it staying as is right now, especially now after the Forgotten Ridge shops were added ingame by Synnwave.

Chapter III: Ring 9

This was it. This was the ring where my mistrust and doubts with the staff team really began to take hold of me going forward.

I still vividly remember just how horrible I felt when I got demoted and how crushed and betrayed I felt, on top of being very stressed out from the fact that I was in the last stretch of my final year in college around this time.

I'll start off with the positives, before we dive into the negatives.
I was ***very*** excited to get started on this ring together with everyone on the JToH Team, and so were they, too.

It had been a fun journey all around getting to work on the game up until this point, and to cap it off with a brutal, soul crushingly hard ring as World 1's finale, with even ObrenTune in my DMs wishing me and the team good luck? I couldn't be any more excited to see this project through to the end!

Obren's DMs (Do not go and harass or ping him, thank you.)
https://i.gyazo.com/dfc02bd3e962604a56213862e864d0e9.png
https://i.gyazo.com/aba50051eec21cb14cc12d9b3e6169d2.png

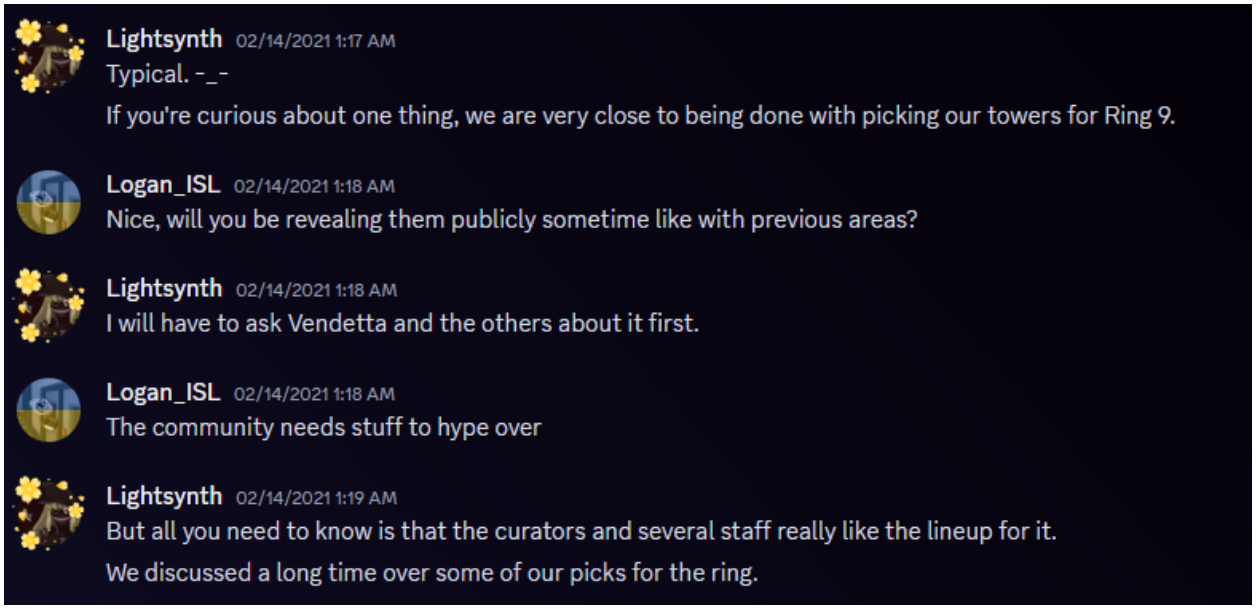
During this time, I was secretly sharing images with Clloy about my development on this ring along with a few other friends of mine, coupled with a few other screenshots of some areas I had worked on prior with him, because of how stoked and hyped I was. I wanted to share what working on this was like to someone I trusted on and keep up to date with and… oh, apparently that image got leaked and the staff and devs are wondering who sent it.

Never the matter! I said I did it because I was excited, and… they say everything that's being worked on in Ring 9 is going to be kept secret, and nothing is to be revealed whatsoever?

Okay? I mean, after Ring 8 and Zone 4, I guess it's somewhat understandable, but I still go ahead and work on setting up some stuff inside the castle after finishing the terrain, setting up the exterior of the giant castle, the road leading up to the castle door entrance, make cool-looking flowing lava effects, and I do end up showing an image that doesn't reveal much to Clloy expressing my excitement! And… oh, the staff team aren't happy with me leaking these small images and information and tell me to stop, or I'll be punished if this ends up continuing, with StalledStorm775 telling me there will be no repercussions necessary if I just listen to what is being told of me to do.

Okay, that dampened the mood for me, but we go ahead and select the towers for the upcoming area.

Everything gets picked, and I don't have many objections to the towers that get picked outside of a few like Tower of Bloodthirsty Kenos being selected over Tower of Pure Torment because Gammattor hates ToPT and manipulates other people to vote for ToBK instead, and we start fetching the winrooms for the towers in the Terrifying+ difficulty.


Lightsynth 02/14/2021 1:17 AM
Typical. -_-
If you're curious about one thing, we are very close to being done with picking our towers for Ring 9.
Logan_ISL 02/14/2021 1:18 AM
Nice, will you be revealing them publicly sometime like with previous areas?
Lightsynth 02/14/2021 1:18 AM
I will have to ask Vendetta and the others about it first.
Logan_ISL 02/14/2021 1:18 AM
The community needs stuff to hype over
Lightsynth 02/14/2021 1:19 AM
But all you need to know is that the curators and several staff really like the lineup for it.
We discussed a long time over some of our picks for the ring.

However, once discussed, the JToH Team wants the roster to be completely secret and to not reveal anything until the ring is released to the people to keep the hype for the ring going.

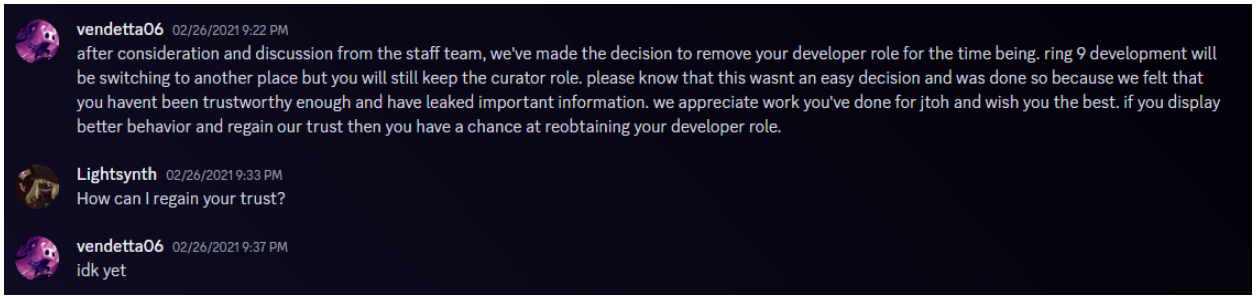
I did ask Vendetta06 for permission, and he immediately said no, as that would ruin the surprise and the hype for the area. Funny how this is pretty much the norm nowadays, compared to pre-Ring 9 areas.

Okay, I guess I will just go ahead and get the towers and the winrooms that were selected for Ring 9 and simply ask Clloy to give me the model for Tower of Champion's Road, as that was confirmed by us, alongside the winroom for it to be added to the game!

What could possibly go wrong?

Well, as it turns out… ***<u>everything.</u>***
It was February 26th, 2021 during my 22nd birthday. I was out bowling with some of my best friends and hung out with them. After that, we went to the café next door and ordered our meals, ate them, and I took a moment to look at my phone and find a notification from Vendetta06 of all people all of a sudden messaging me.

Curious, I open it and find myself greeted by this message in our DMs.


vendetta06 02/26/2021 9:22 PM
after consideration and discussion from the staff team, we've made the decision to remove your developer role for the time being. ring 9 development will be switching to another place but you will still keep the curator role. please know that this wasnt an easy decision and was done so because we felt that you havent been trustworthy enough and have leaked important information. we appreciate work you've done for jtoh and wish you the best. if you display better behavior and regain our trust then you have a chance at reobtaining your developer role.
Lightsynth 02/26/2021 9:33 PM
How can I regain your trust?
vendetta06 02/26/2021 9:37 PM
idk yet

There I sat, staring at the message for a minute or two while my friends ask me what's up, and if I'm okay, as I appeared intense.

I looked up, wanting to answer them about what I had come to learn.
Instead, I just casually continued the conversation with my friends as if nothing had happened and to not bring the mood down for everyone. While putting on this facade, deep down, I was about to suffer from a horrible mental breakdown while doing my best to keep the spirit of our time together happy.

As I walked back home to my parents' house, in the dark, I felt myself slowly, but surely lose my composure as I contemplated further on what I had just read, with each passing minute as my front began to crack apart until I entered the house of my parents, went into my room silently and started to break down into tears, home alone, having found out that I had officially lost my job as a developer for JToH, a game I had put my heart, soul and passion into, only to be punished for a few missteps during the development of the final ring that I was initially so excited to work on, with said excitement now having turned into mistrust and bitterness towards the staff team.

They didn't even bother announcing this to the JToH Community when this happened, either, or pinged me about holding a meeting together with me about this, no.

They silently did everything behind my back, as Vendetta06 mentioned in his message, and my morale was absolutely crushed beyond recognition. I don't even remember what else happened after that, except I went to bed, feeling defeated and as if I had lost everything, even the day after.

Now, why did I deserve this demotion?
Well, let's start off with what I leaked.

I leaked some details of this ring within my DMs with Clloy, who ended up showing some of the screenshots and details to some of his friends, who will remain unnamed,

though, one of them was Blockerman, who forwarded it to the JToH Team behind closed doors.

Here's a list of what I revealed to Clloy.

- **Tower of Cruel Punishment being confirmed, despite how obvious it was.**
- **Tower of Frightening and Confusing Trials being confirmed.**
- **This .gif of a lava river effect:**
  https://gyazo.com/86ae2deacdecb4d7de9ea2d18f9f43c1
- **Tower of Atrocious Truss Catastrophe being heavily downvoted during Terrifying polls.**
- **Tower of Champion's Road being confirmed and me asking for its winroom, with a few screenshots of ToCR's winpad room, and asking if Clloy was fine with it. The screenshots themselves didn't even reveal one single thing about the lobby whatsoever, outside of the color of the terrain, and that's it. Clloy DMs**
  https://i.gyazo.com/816c2072e5079594fcaf1f7bb3a5cb70.png
  https://i.gyazo.com/2c79f478be7e216a2b8e29846b845a0c.png
  https://i.gyazo.com/1c685b44851d2c7ae8b6299c8dba344f.png
  https://i.gyazo.com/1376f23f0b5839199d363a2c8c68ce03.png

Five. Fucking. Reasons.

Five reasons, which weren't even that big in the first place outside of ToCP being confirmed, despite of the fact as to how damn obvious it, alongside ToFaCT to an extent were basically autoconfirmed, along with other tower picks being very obvious choices for the ring around this time outside of Tower of Pastel Pillars, considering the rest of the competition around this time wasn't even going to stand a chance against what we got outside of maybe Tower of Pure Torment winning against Tower of Bloodthirsty Kenos, but considering the fact Gamma hated the tower and managed to persuade everyone to vote for the tower that he didn't hate, ToBK automatically won by default.

One other reason that I got demoted over was because I lied to the JToH Team about me not sending Clloy these pictures and revelations, mainly because I felt threatened that I was getting my developer role removed, and they really made it sound like a threat rather than politely asking me about the situation, interrogating me at almost every opportunity if even one remote thing slipped out.

In hindsight, maybe I shouldn't have done this and should have just come clean in order to get a more lenient punishment as it set the precedent for them having huge trust issues with me, but me getting demoted during Ring 9's development was going to

happen sooner or later, and I only managed to keep my developer role on borrowed time at that point.

Them demoting me over just 5 leaks alone, said leaks not even being too damning or revealing when it came to information about the ring itself just felt incredibly unjustified, especially compared to what Clloy ended up accidentally leaking for Ring 7 back when he got demoted, or what Cronku ended up leaking during Ring 8's development and the JToH Team is still pissed off at me about this even happening in the first place, rather than having forgiven or apologized for the way they treated me during this ring's development, for some reason.

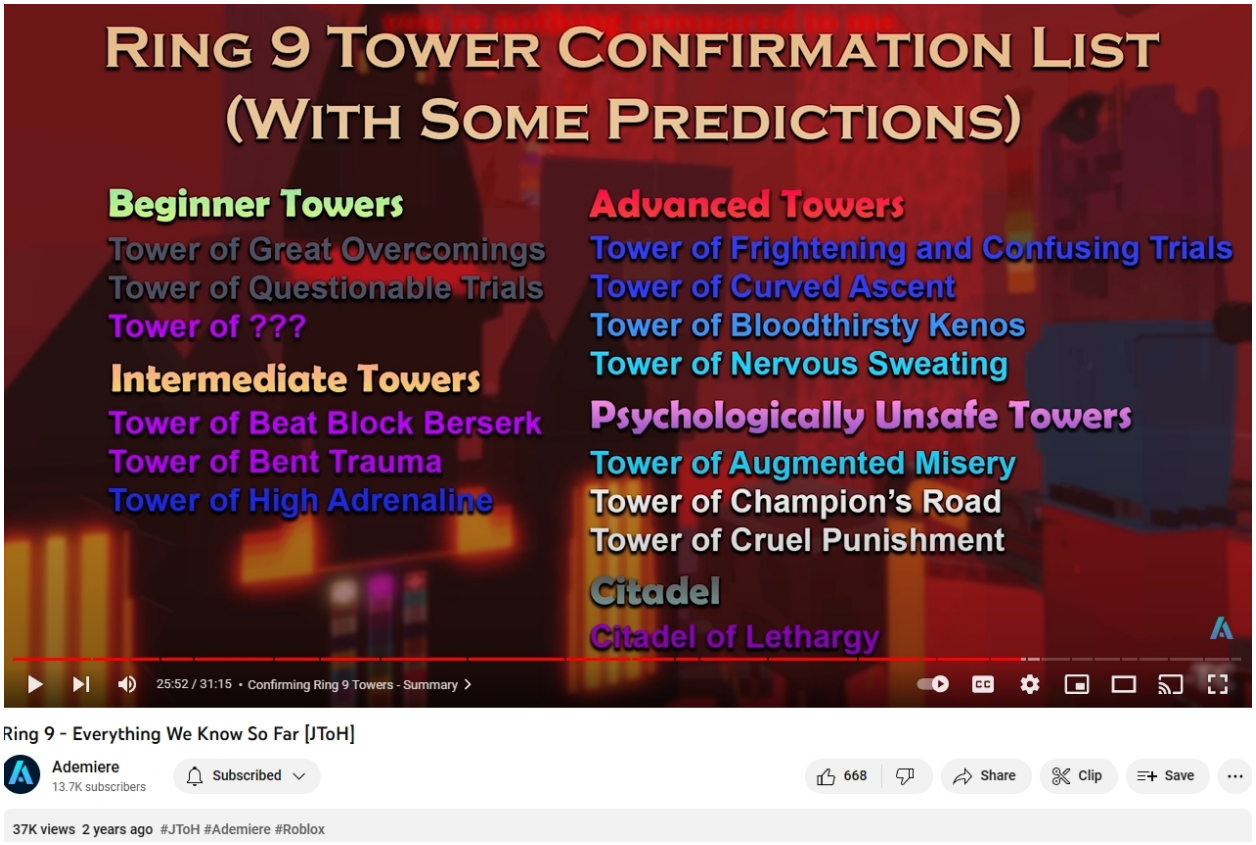
This is still a demotion that I do not agree with even to this day, especially since:

1) Objectively, this leaked so much less than what Clloy accidentally did with Ring 7, or even Cronku who ended up leaking so much more for Ring 8, especially compared to KToH- and early JToH-era where teasers and screenshots of upcoming areas were quite commonly posted and talked about in the updates/announcements channels, along with progress on the area being told to the community to keep them up to speed on the game's development, something that the JToH Team barely even does nowadays and is severely lacking in.
2) Clloy himself didn't even leak any of this out to the public, except for a few friends of his and Blocker, who was a staff member around this time and knew what development on the ring was like.
3) There were far bigger leaks that occurred prior to this, which came from a result of neglect of the JToH Team's behalf, their bad management, bad treatment of developers and staff and their methods of handling certain situations poorly.
4) I was just trying to do my job and insert the winrooms and towers into the rings, and asked Clloy for ToCR's winroom. Some people like 1stLuigiBro has claimed that I was going to insert the original ToCR winroom, which was on a much, much grander and larger scale, however, when I said winroom, I actually meant the winroom ReiOrni was making for ToCR that's currently ingame, and made it with permission from Clloy himself to include, as he had prior to this been told that there was no way the original winroom was going to be included.
5) I was so stressed out and absolutely not on board with having to keep literally everything in the ring a secret during its development, on top of the mere fact that punishment was literally looming over everyone's heads that the JToH Staff Team had full control over and would frequently warn everyone in the dev team of, not just me. The JToH Staff pretty much sowed fear and complacency in everyone working on the ring, even to everyone else before and after my demotion, basically using me as an example.

DMs with Professor_Skittles
https://i.gyazo.com/e16a75fe0e06dccac68de79f0c072ab0.png (1)
https://i.gyazo.com/1b0ba3bb5f81b5733fd26c8eadcb2eeb.png (2)
(Funny that my prediction of Ring 9 being delayed was correct here, as Vendetta06 estimated that even without me being around to help, Ring 9 was going to release sometime around March, which is utter horseshit, as there was basically no one to motivate any of the developers around this time. I was pretty much the main motivator that got people to work on it, and they stripped their developers of that.**)**
https://i.gyazo.com/c5aa80f0af4bf2c24be2788941c9f1a1.png (3)
(I end up talking about my fangame at this point somewhat, but the following screenshots still do end up talking about me regaining the JToH Team's trust.**)**
https://i.gyazo.com/c7a626ed37041993464463c718f16956.png (4)
https://i.gyazo.com/1ab211855640fdcd6f2f83c8cc1e196f.png (5)

DMs with Damjom
https://i.gyazo.com/191e3088fad6644aa38792cdb5e5d616.png (1)
https://i.gyazo.com/2eb41d55ac8c98d3dca000c287f5df64.png (2)
Damjom, in hindsight, made some solid arguments about why my demotion wasn't justified, either, especially as all of the information that I did end up leaking out to Clloy ended up being very obvious to the community, such as what towers got added and which ones didn't.

May I also remind you that most prediction videos made on Ring 9 got over three fourths of the list correct most of the time, except for those prediction videos that intentionally slapped in as many black sheep choices as possible? Here's an example from Ademiere's video where he got fucking 13 of the 14 confirmed towers and even CoL right. The choices were THAT obvious, and the JToH Team thought it was going to be surprising for everyone.



Meanwhile, I was also talking to Array in her DMs the day after my temporary demotion.

DMs with Array
https://i.gyazo.com/4884b074c4579a983b9c97266a56dd99.png **(1)**
https://i.gyazo.com/3fa89873ec1bf046e1ab92a87d731ce8.png **(2)**
https://i.gyazo.com/9b65a0961784f8849cf87dc365780714.png **(3)**
https://i.gyazo.com/6dd94db4ea9fa8ca7844c1f0e843523c.png **(4)**
https://i.gyazo.com/81cac719abaf806c726e8e93bfe8b7ac.png **(5)**
The day after I got demoted, I also went over to IceNSalt's DMs and told him of everything that had happened. He was no longer in the JToH Discord around this time, having moved on to the Tiered Obbies community, but he and I still had contact with each other, as he had wanted to know how JToH was going on during his absence from the game and its community he grew up with.

DMs with IceNSalt
https://i.gyazo.com/8a925327a6ee5935b64f5bdcc12f39b5.png **(1)**
https://i.gyazo.com/65843dfff883984a9f7ea21be0b1c555.png **(2)**
(Funny how him telling me to go make my own game now is what I would do now in my

current position.)
https://i.gyazo.com/98de65712b422505c397f8b65f111588.png **(3)**
https://i.gyazo.com/324bd43e4bde348ae70eae16b681c13f.png **(4)**
https://i.gyazo.com/e694cbcb222153908022db53dc7ff935.png **(5)**
https://i.gyazo.com/28db9db291e804a48c26d19ad4b59fbb.png **(6)**
https://i.gyazo.com/641c1c23f67455b4162771ea00d3a943.png **(7)**
https://i.imgur.com/ugzCnOj.png **(8)**
(I've censored some of the content for the sake of IceNSalt's wishes around this time.)
https://i.gyazo.com/76485e48172b75e0d85ec254c83a044f.png **(9)**

Skipping forward a week ahead, I return to his DMs now that I was repromoted to curator, and Stalled was not helping the situation around this time with his method of "motivating" the curators who reviewed the submissions around this time, with what I recollect being yet another fight between me and him breaking out as a result of what he said, as from my stance, he didn't even care about how demotivated curators are and wants to see them do their job, despite how stressed out so many of them were around this time from reviewing submissions of shovelware and questionable quality being flooded at us constantly.

IceNSalt DMs (Continued)
https://i.gyazo.com/cb529c1dd65440a21e7841a8d40ee28e.png (10)
https://i.gyazo.com/bd692dec7bd51a5a15160744d6329609.png (11)
https://i.gyazo.com/0cf5e89f351157fb1a2729133c750aee.png (12)
After this, we talked about some topics unrelated to the current situation at hand, such as STONE:R which was aimed to be Mid Catastrophic, but that's besides the point.

https://i.gyazo.com/05c1e9a4832702e7966613c2ae8647f4.png (13)
This is basically what I was told after I had reviewed basically everything in #tower-submissions around this time of the year. Just a small congratulatory message from Vendetta06 and a few other curators, not like I picked up a majority of everyone else's slack and reviewed basically everything for hours on end and sacrificing my mental health in the process, despite a bit of help from Zabka and Skittles, while I had to ignore my schoolwork and projects I had to work on, along with not going to social events that made me a social outcast among my peers, just to regain my trust back in the JToH Team that they had imposed on me to prove my loyalty to them and the game I had worked on for them for around two years at this point.

Thanks a lot for shredding my mental health apart during this time, guys.

I also talked with Logan_ISL about all of this, too.
Logan_ISL DMs
https://i.gyazo.com/87576a95f5b808a62decdbef1b55c92c.png (!)
https://i.gyazo.com/9d77243895980f31b763881f1ad597d5.png (2)
https://i.gyazo.com/40eb9846f58f05e6c473b42f1566ef2a.png (3)
https://i.gyazo.com/90da70c91caa852002487ea15c0c7458.png (4)

Yeah, also, you may have caught on to the fact that Feodoric and Popop around this time were not doing much for the game and they actually used to be developers, believe it or not.

Feodoric did help with Arcane Area's lobby and a few small things, but he had become far too inactive around the time of this ring's development and has repeatedly not helped much with upcoming areas for the game. Otherwise, he didn't do much for the game at this point, outside of making Tower of Generation Failure and a few other towers that ended up failing reviews.

Popop, meanwhile, was just busy doing his own things rather than helping out with anything that was being made for the game, such as making the Piano and Tenshi boss fights as little side extras without any of the JToH Team's knowledge or consulting them about it. Ironic, as he went unpunished for doing any of this without their knowledge, while I get punished for doing the same thing he does?

Again, he helped out a lot with Arcane Area's bugtesting and fixing, but it was clear he wasn't really doing much for the game outside of that, even on the staff team side of things.

Both of them were eventually demoted after a discussion with the staff and dev teams about them during a meeting, and suffice to say, I don't think they have any intentions of coming back to their roles, as they've obviously lost interest in the game and its community at this point in time.

Whatever they're up to right now, I have no idea, but I hope they're doing alright.

Logan_ISL DMs Continued
https://i.gyazo.com/0aabb2e4a7a34c82561442d3324cca2d.png (5)
https://imgur.com/a/3MZuUlM (6)
(Censored some messages for the sake of privacy)
https://imgur.com/a/Nny2h0u (7)
(Censored some messages for the sake of privacy)

https://i.gyazo.com/b9ceccfdc1183510824b5a717eaf2508.png **(8)**

It's funny looking back on this, as Stalled still to this day is a passive-aggressive jerk who was actually once an exploiter himself, but was given a second chance by ObrenTune and given a job of catching exploiters and putting them on a banlist, to a point where he would interrogate the exploiter, force them to delete all of their badges in order to regain access to the game, then just straight up ban them despite the exploiter they're interrogating doing as they're told. It's just a straight up power trip for him.

And I still hold a lot of spite towards the JToH Team for handling the whole "secret" gimmick they were doing for this ring, because there was no way we would be getting the models without directly contacting some of the creators about it, especially if their models are privated.

The day after my demotion, again, I all of a sudden managed to get some new information from Fidjo20 of all the people pinging me in my DMs.

DMs with Fidjo20

(*Seriously, dude, thank you again for temporarily doing stuff for me, you were pretty good despite what you said about yourself.***)**

https://i.gyazo.com/974664ba9b23376a39771b51c9e4d45f.png **(1)**
https://i.gyazo.com/0ac810d45e9f17b8aa1d9ff73f726b1a.png **(2)**
https://i.gyazo.com/bb1afa07a325cef9e78b06e4a75ce5d4.png **(3)**
https://i.gyazo.com/a10dc4933a305d4661e5207b8c2d4a44.png **(4)**
https://i.gyazo.com/6ebf45e1e7faf490773b6c639f0c7ef8.png **(5)**
https://i.gyazo.com/39af19963d543739c2c68bb33bc7b711.png **(6)**
https://i.gyazo.com/d45c1db92aac23d720e049e0ec78bb8a.png **(7)**
https://i.gyazo.com/1b59727539ccb5a68c6c962761abe362.png **(8)**
https://i.gyazo.com/30b54e228081a4ffd1e4140c806133ff.png **(9)**
https://i.gyazo.com/151dca98a746059010fb9e89df50c894.png **(10)**
https://i.gyazo.com/78a2a31878ec58783bb8df773d77492b.png **(11)**
https://i.gyazo.com/17c0a43a30a7732a463ebd6f31412d4b.png **(12)**

After that, I went over to Gammattor's DMs and what he told me gave me an even better perspective on the whole situation, especially since Ring 9's development came to an absolute crawl after my demotion.

DMs with Gammattor

https://i.gyazo.com/aa5bdb80cf13ca5a66075e8258320572.png **(1)**
https://i.gyazo.com/39cd221f984afbcdc4d06af031d55cfb.png **(2)**
https://i.gyazo.com/1f23d4727cfa8081ae746405d4bfea60.png **(3)**

https://i.gyazo.com/d4777e88b8b1b251dce3fb480d597531.png **(4)**
https://i.gyazo.com/293e1f4acd04bc16199957873a652820.png **(5)**
https://i.gyazo.com/fc876730f04ee1c34de794d5d878c15c.png **(6)**

The following day, I looked back at the message Vendetta06 sent me on February 26th and realized that I still had my Curator role, so my chances of getting my developer role weren't entirely gone as I had initially thought, especially as Vendetta06 had come to me on the 7th of March that year and asked if I wanted to come back as a curator and bug tester, with the possibility of regaining my developer role if I ended up behaving and doing my job and showing my loyalty to the game I had worked on for around 2 or so years at that point.

Vendetta06 DMs
https://i.gyazo.com/51eaedacc92f670b1236e66f80eb2241.png **(1)**
https://i.gyazo.com/d6971397c4a74e14c82bb6e540e78d76.png **(2)**
https://i.gyazo.com/eeadb97e6a9347243ee80efaefb3f0ed.png **(3)**
https://i.gyazo.com/41befb78dded864ef218bd55f4219946.png **(4)**
https://i.gyazo.com/5b8cc82e4627d6724a4db0f41f1c7069.png **(5)**
https://i.gyazo.com/a317391b3d14a428e67c25a4e0b98705.png **(6)**
(At the bottom, this was in regards to a "Black Lives Matter" riot happening at the time, and everyone else was discussing it.)

I initially had my doubts about rejoining the server, especially after GracefulHobo was starting drama up about me. However, Vendetta's promises, as enticing as fool's gold as it was looking back on it now, I ended up rejoining the server. Not only because of that, but because I wanted to at least be satisfied to get the final ring out to everyone to play.

If I was going to prove to the staff team that I still cared about this game and was trustworthy enough, I would at least review all of the submissions that were flooding the #tower-submissions channel.
So that's what I did, just to get my developer role back and to continue working on the game that I loved working on in an attempt to show that I was still trustworthy, despite everything.

I reviewed each and every submission that was posted that the curators around this time had neglected for months, with over around 50 or 60 or so submissions in the #tower-submissions channel. I tore through all of the submissions as if they were walls separating me and regaining the staff team's trust, passing the ones that were good and those that were bad, only issue being that I was primarily the only one doing this while everyone else just watched, outside of a few other curators that became motivated from

seeing me review so many submissions at once, and ended up reviewing a few themselves.

People were also talking about my silent demotion that the staff team hadn't announced or said anything about to the public, in particular, Logan_ISL told around 250 or so people watching one of his streams during his Remorseless Roulette stream at the time of my demotion that the staff team did not want to announce, which definitely gave some exposure on the matter at hand.

Now, I did want to plan on working on the rest of the lobby myself along with some of the other developers who were unhappy with my demotion, but this would immediately result in the staff team having a reason to keep me demoted, so I avoided doing this, especially as the JToH Staff held me at gunpoint.

Logan_ISL DMs
https://i.gyazo.com/a9011b9c4206e590467d4dde9161f9c0.png (1)
https://i.gyazo.com/579ce7c92011747befa207706a856570.png (2)
https://i.gyazo.com/4fa0f6349e837d36cfff9993e0b58ebe.png (3)
https://i.gyazo.com/86bff8ecba8e0c5d02c28e47bf9685a5.png (4)
https://i.gyazo.com/592694b19b6f0763d1ee2bb13e88f2b0.png (5)
(I had to basically lie to Logan here, as most of the towers listed were actually confirmed already and were already leaked prior on a subserver to him and several others by an insider whom I will not name, nor will I name the one who told me or Logan this.**)**
https://i.gyazo.com/0e302bbfdd32fcef292e008ad80c7251.png (6)
https://i.gyazo.com/ab0243a8600ad67c933e54b5cf22e473.png (7)

After this, me and Logan talked about some other topics outside of Ring 9, such as Tower of Inferno Galore's history, Tower of Astronomically Aimless Annoyances and how hypocritical it was of Ciel turning DanMario into a walking meme, due to him begging for ToADF to get ingame, despite Ciel previously having begged ObrenTune back during Ring 4's development to get ToL ingame.

Logan_ISL DMs Continued
https://i.gyazo.com/3ea17330d92b47349089ffb9b4ced34d.png (8)
https://imgur.com/a/w0iG4Mc (9)
(*I will not share what Logan and I talked about, for his privacy's sake. Although, it's pretty ironic that you say you don't trust the staff, considering I sent you two screenshots of this document that were meant to be kept secret, yet, you sent them to Vendetta06 anyway, who's now one of the most manipulative scumbags that make up the Administrators.***)**

https://i.gyazo.com/667ca46cbada31373e515f9f4695da44.png (10)
https://i.gyazo.com/b2a15b4329538788e9026c678288147d.png (11)
(*AwesDoggo, one of the Head of Staff mind you, was busy playing a game called "MOW MY LAWN" rather than talking to me or having a meeting with everyone else on the JToH Team about my demotion. Again, fueling my opinion on him being way too negligent to even have the Head of Staff role, especially gaining a good perspective of what it was like to be Clloy when he was given the same silent treatment after his demotion.***)**

Logan_ISL DMs Continued (2)
https://i.gyazo.com/bbc627939bf0b6bbed2a2805a3e8e4e0.png (12)
https://i.gyazo.com/6252fa7633e50ccde0a2805e22140adb.png (13)
(*My opinions on Array and Dian have shifted somewhat since these messages, but my core opinion on them still remains that Array can be rather prickly despite being supportive of me and whatever I do, while Dian is very inconsistent to work with. Sometimes he's on my side and supports me, sometimes he's against me and doesn't handle situations properly, it's just a mess with him all around. Array defending Decima, though, we've already covered this in enough detail and she has already moved on from Decima after they squandered Array's chances of forgiveness, as I said in Zone 4's section of this year.***)**
https://i.gyazo.com/f4a381ae56af124642dcf0cb3c7b1f08.png (14)
https://i.gyazo.com/10af965df62657ef69e49d11639b482d.png (15)
(*Same pictures I sent to IceNSalt of StalledStorm775 being abrasive and uncaring for the curation team having way too many submissions piled on them rather than trying to encourage them.***)**
https://imgur.com/a/TM8evii (16)
(Censored again for Logan_ISL's safety.)
https://i.gyazo.com/ae4fde30d328b0821c157dd7778c8a1f.png (17)
https://i.gyazo.com/756435d2b12414e9fde22db7066c74f0.png (18)
https://i.gyazo.com/56d4ff2ec4f6ef6d15567abfd4190ec8.png (19)
https://i.gyazo.com/0c5d95434be43058300931f25a0a4ba5.png (20)

We then sidetrack the conversation to talk about how bad grades are in today's educational system and how it affected ObrenTune, but that's besides the point.

The point I'm trying to make here is that this was a terrible time to be a developer all around for the game, let alone be part of the JToH Team.

Developers of the game were being forced to keep their mouths shut or else they risk losing their roles, are punished and are guilt tripped into thinking they are the cause of

the game dying when it's more-or-less the JToH Team's, more precisely, the JToH Staff Team's fault for handling these leaks or situations poorly in the first place, and they still do this to this very day when it comes to handling incidents and drama regarding leaks, going around and interrogating people for information as if it were some kind of Big Brother dystopia, especially with their track record of sweeping a lot of these pieces of drama under the rug rather than confronting it outright and being truthful to the JToH Community.

Fear was very much present within the dev team, even present within the JToH Staff themselves with them ready to punish one another and their developers within the JToH Team if they even said one smidge of detail about the ring and its development.

It wasn't only JToH Developers who were forced to keep their mouths shut, but also the creators of the towers who got their content put into Ring 9. They were told not to tell anyone for months on end that their content got into the game, and it stressed them out so much rather than what the JToH Team expected, which was them getting them hyped for the release of the area. One leak from them alone, and that's bye bye to their tower, which would get deconfirmed from the ring entirely and be replaced outright.

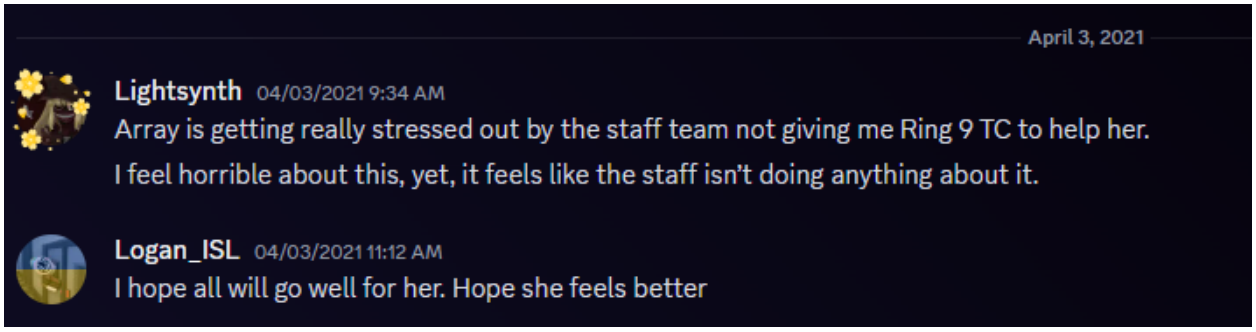
And this also extended out to people who actually managed to get their hands on leaked lists of the confirmed towers, which a few managed to get their hands on, said few, I will not name for their sakes.

These people were understandably terrified that if this information got out to the public, and the JToH Team and Staff caught wind of this, they would be banned and outright silenced on the spot, and the JToH Team was trying to crack down HARD on this, just to keep everything as secretive as possible for the sake of generating hype when it was actually creating the opposite effect.

And yes, while Array teasing a few towers that were eventually confirmed for Ring 9 through a few teasers did alleviate this issue somewhat, much to Vendetta06's chagrin, as he was the one who originally wanted the whole secret idea in the first place, that still doesn't excuse how overly secretive and extremely demanding the JToH Team was on all of this to not just the developers, but everyone else who got their content into the ring itself, or figured out the roster for the ring. All parties involved were batshit terrified of punishment looming over their heads for uttering one thing, despite how obvious some of the tower picks for Ring 9 were at the time, such as Tower of Bent Trauma or Tower of Cruel Punishment being very obvious choices.

There's a major difference between hyping everyone up for an upcoming release and keeping everything a secret to a point where there's absolutely nothing to hype people up about, except to those who know that their content's gotten ingame, but this backfired so hard on the JToH Team by certain members of the team included, including myself being forced to threaten them of punishment hanging for simply getting their content ingame if they even utter one thing about it being in Ring 9.

Even Array, almost a whole month later after I was demoted, was getting increasingly stressed out about this whole situation of me being demoted and how sluggish and tedious development for Ring 9 was, especially since barely any work had been put into the ring itself during my demotion.


April 3, 2021
Lightsynth 04/03/2021 9:34 AM
Array is getting really stressed out by the staff team not giving me Ring 9 TC to help her.
I feel horrible about this, yet, it feels like the staff isn't doing anything about it.
Logan_ISL 04/03/2021 11:12 AM
I hope all will go well for her. Hope she feels better

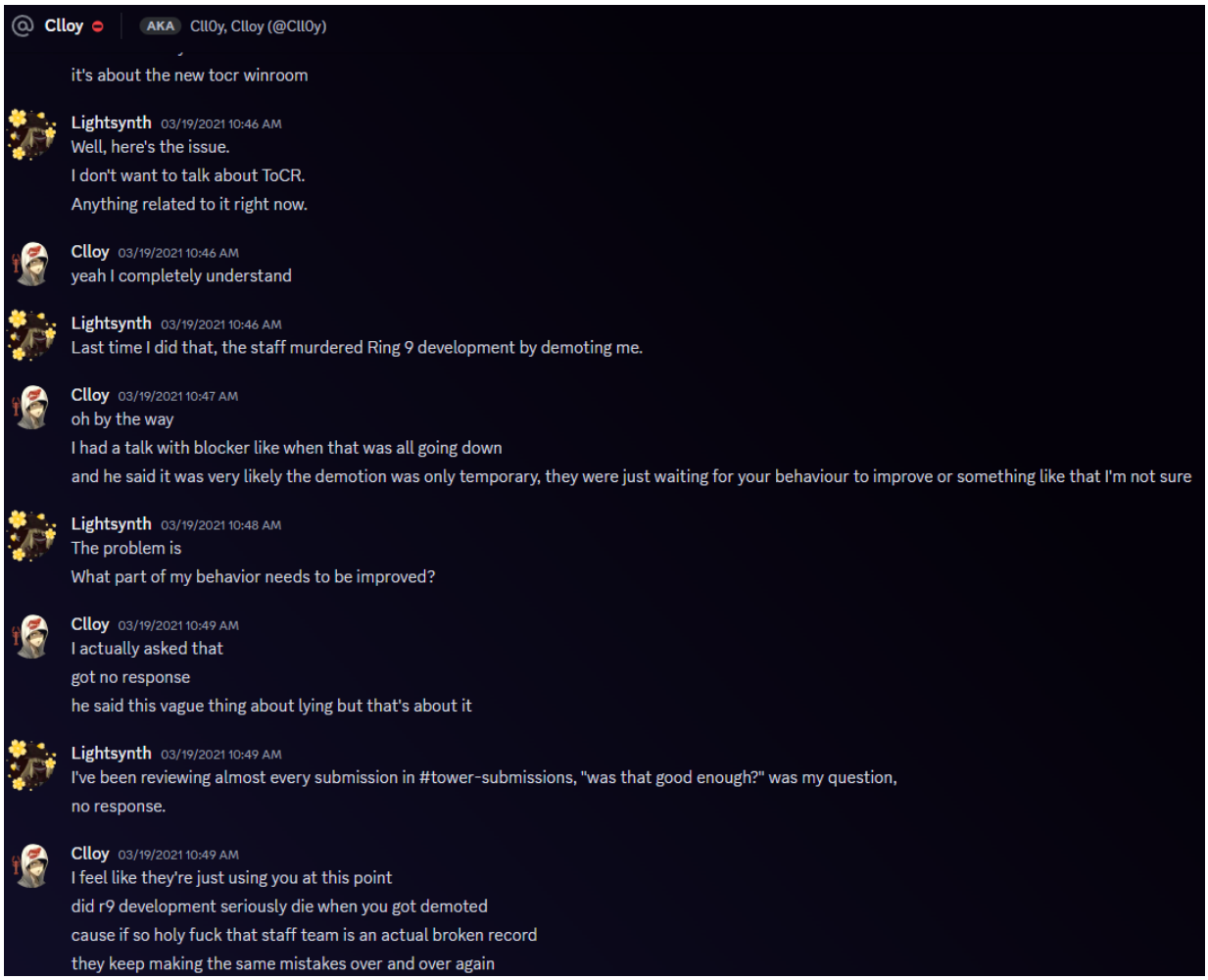
Eventually, after managing to nearly clear out submissions, and almost a month after my demotion, Vendetta06 eventually pings in #curator-discussion and asks me if I want to help work on the lobby again, most likely out of desperation because no one was working on the Ring 9 lobby or motivating anyone to come work on the game.

Bad news for him and the JToH Team, though: I had grown very mistrustful of not just him, but the whole JToH Staff Team, as he and the staff team had yet to actually apologize to me for pretty much slowing down Ring 9's development by demoting the one who was actually motivating people and getting them to work on the lobby that needed to be made, and had done all of the heavy lifting for them, despite their claims that it was my fault for my demotion, rather than theirs, despite the fact that they took this "secrecy" thing too far in the first place.

After some convincing and negotiation from Vendetta's part, I begrudgingly agreed and got to work on resuming the lobby, finding out that ***barely anything*** had been changed since I last touched it during my development on it outside of a few minor additions and the changes that Fidjo had implemented, which contributed even further to me becoming so mistrustful of the staff team, as they had previously stated that development on the ring would continue as normal without many issues, which pretty

much confirmed for me that they had been covering up and lying to me about how Ring 9's development was going to "proceed as normal", in their own words.

From there on out, it was decently smooth sailing outside of it being somewhat rocky and awkward between us all.
Clloy did try to ask me something about ToCR's winroom again, but considering my demotion just a month ago, well…


Clloy
AKA
Cll0y, Clloy (@Cll0y)
it's about the new tocr winroom
Lightsynth 03/19/2021 10:46 AM
Well, here's the issue.
I don't want to talk about ToCR.
Anything related to it right now.
Clloy 03/19/2021 10:46 AM
yeah I completely understand
Lightsynth 03/19/2021 10:46 AM
Last time I did that, the staff murdered Ring 9 development by demoting me.
Clloy 03/19/2021 10:47 AM
oh by the way
I had a talk with blocker like when that was all going down
and he said it was very likely the demotion was only temporary, they were just waiting for your behaviour to improve or something like that I'm not sure
Lightsynth 03/19/2021 10:48 AM
The problem is
What part of my behavior needs to be improved?
Clloy 03/19/2021 10:49 AM
I actually asked that
got no response
he said this vague thing about lying but that's about it
Lightsynth 03/19/2021 10:49 AM
I've been reviewing almost every submission in #tower-submissions, "was that good enough?" was my question,
no response.
Clloy 03/19/2021 10:49 AM
I feel like they're just using you at this point
did r9 development seriously die when you got demoted
cause if so holy fuck that staff team is an actual broken record
they keep making the same mistakes over and over again

No response is still what I got even to this day. They say they have trust and behavioral issues with me, yet, they never took the time to talk to me about what needed improving on my end or giving feedback on how I performed under their thumb, constantly leaving me to my own devices and answers which ended up being a muddy, slippery slope that ended with punishment.

And now that they were lying to my damn face about Ring 9's development not going to have any issues after my demotion, despite the fact that I saw that barely anything had changed within it after I regained my developer role? Can you really blame me for holding such contempt against them for this?

Clloy, in his own words, is right with them having used me, even from 2021 all the way to the end of 2022, and they still didn't learn their lesson with how buggy and even outright broken and sloppy Zone 8's release was when that got released.

They kept all of this information behind closed doors and made me go through such an unnecessary amount of guilt and self-loathing, believing that the game's development dying was all my fault, when in reality, it wasn't my fault and it was the JToH Team's management pretty much guilt-tripping me into thinking it was in order to become complacent and loyal to them, which really started to foster my spite towards them that was going to become a growing problem for the rest of my development history that is yet to come.

Anyways.
We were getting somewhat close to releasing the ring, until Jukereise one day came in to look through the ring's development herself and decided it wasn't ready yet and had to include ***more*** features to it before she could call the lobby finished, much to everyone's annoyance to it, including Vendetta06, ironically enough, wanted a version the current version Ring 9's lobby at the time that Jukereise was absolutely right about not being ready yet, as it was rather sloppy and could have used more work to it that included getting to the tower portals easier and navigating the lobby much better, alongside a proper map system.

Logan_ISL DMs
https://i.gyazo.com/b20d097d6bac54ad3d32a70150c5223e.png (1)
https://i.gyazo.com/25486c79732ab2308cf387c446ea8a45.png (2)

Now, let me remind you that here we are, close to releasing the final ring, and now of all the times for her to show up, does the owner and creator of the game step in to actually voice her thoughts on the lobby that, in the JToH Team's eyes, was almost finished and ready to be released to the public, despite how the lobby itself was anything but ready and was still in a somewhat sloppy state.

Array DMs
https://i.gyazo.com/a51c6d06834be18222a58150ce8f466f.png
(*Funny how you say the JToH Team aren't some conspirators against me. We'll get back to this during an incident that you were the victim of this year.***)**
https://i.gyazo.com/302b4d3996262260beafdb31f1d8bd98.png
https://i.gyazo.com/83d683c0ca971bc170f52e496323a0e1.png

To say we were not happy would have been an understatement, but it was either that, or we push out an unpolished lobby that wouldn't be fun to navigate through or look at, so we had to just implement what she wanted for us to add to the lobby via her to-do list, which we did via the inclusion of the ventilation system, the secret cavern entrance leading to said vent system, scattering notes around the castle in regards to the "T.C." character she had planned to include, the secret library room you access through the vents alongside The Final Stretch's entrance and a portal entrance to a subrealm of some kind that she had planned, but this has never come into fruition since her proposal.

So many small things, yet, these small things added a decent amount of charm to the main hub area that made up the castle. It was still kind of unpolished compared to the current version, especially with the colors, but with that, the lobby was basically done and we just had to release at a good time.
Logan_ISL DMs
https://i.gyazo.com/8f6f96033842b69b757641561bae9046.png
https://i.gyazo.com/54f1cc2a0db8272945b89f07324ff4ea.png

Even before this, there were also a few things I personally added to towers with special frames that I see as being very beneficial and making the tower more memorable, whereas Vendetta06 did not like me giving something like ToCA special treatment with the way me and Gammattor added it ingame, yet, we went ahead and did it anyway, despite protests from Vendetta06.

And ultimately, Ring 9 was finally released to everyone on the 23rd of April, 2021.

The release of Ring 9 was an absolute smash hit with everyone in the community, especially for the people that enjoyed playing SCs.

Before Pit of Misery was a thing, this was pretty much THE go-to area now for people that were around soul crushing skill level, and even Remorseless skill level players that wanted to be able to do their potential first soul crushing Insane.

Later on in 2022, after some quality of life updates added post-audio recovery update, this ring is now better than what it was before, and I am, despite everything, super proud of this lobby and how it turned out.

Obviously, this ring isn't a masterpiece looking back on it now, but back then, this was THE shit that people were constantly talking about and being attracted to the most, especially with the two hardest new Catastrophics around the time: Tower of

Champion's Road and Tower of Cruel Punishment, which every EO set their sights on, as Tower of Cruel Punishment ended up becoming the official Peak Catastrophic tower for them to overcome and break the limit even further than the few who already had done so by beating Tower of Elongated Runs, which would have hopefully paved the way for Horrific or some kind of difficulty above Catastrophic to be implemented.

However, even after several victors of it have managed to complete this fully legit, especially now after the fact that some people have even gone out of their way to beat even Horrific difficulty towers in Pit of Misery, this feels like such a waste of potential, especially on Jukereise's end while fangames such as Caleb's Soul Crushing Domain ended up picking up this slack that the JToH Team neglected.

Now that's not to say that I was, and still am absolutely bitter about the mistake that the staff team made by demoting me and basically killing off Ring 9's development, especially since no one else shared the same amount of motivation to work on the lobby at the time and it basically amounted to me feeling as if I had brought the game down for everyone by just sharing what felt like a few seemingly innocent screenshots and some information with people I trusted and was friends with, mainly out of hype for me and everyone else on the JToH Team finally being finished with the main areas of The Great Inferno.

I'm still waiting for an apology on the JToH Team's behalf for all of this, by the way.

At this point in time, they still think this whole incident wasn't their fault when I've already apologized on my behalf, but they sure as hell haven't moved on from this and continue to use this incident as a point against me, as they haven't shown the same respect to me in return, let alone regret.

All because they wanted to keep everything, and I mean EVERYTHING in Ring 9 so secretive in the first place, rather than talk about its development up front and being transparent about it. All for the sake of hype that ended up backfiring hard on their end, despite the ring publishing being filled to the brim with hype, but that's because people managed to finally get something that they've been waiting for rather than showing them how progress was coming along.

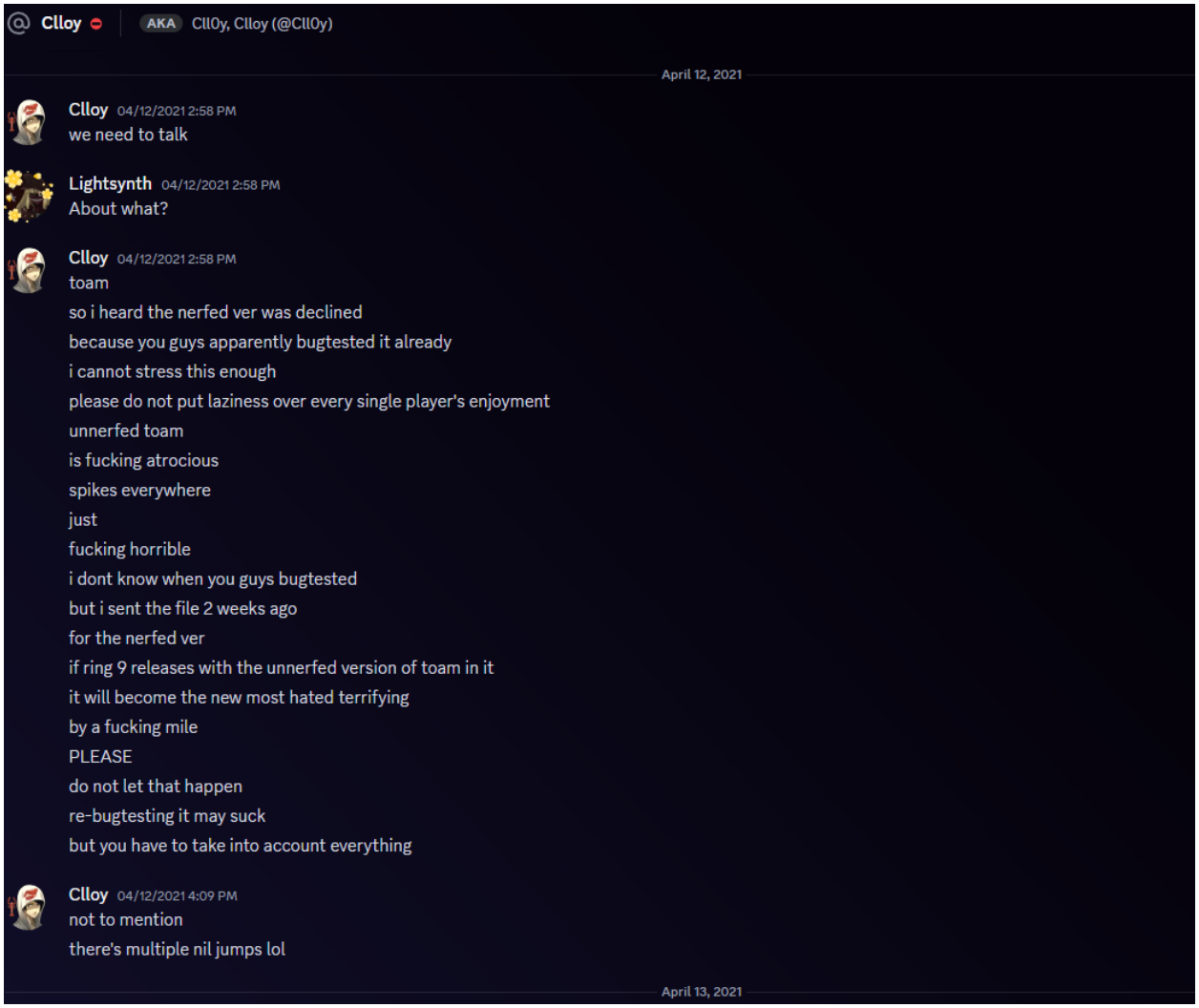
Also, let's talk about a few more blunders on the JToH Team's behalf on this ring's development.
Tower of Augmented Misery was originally meant to be High-to-Peak Terrifying when it was originally added to the ring, and was intended by its creators to be that difficulty and

was given a difficulty rating of Peak Terrifying upon its review when it was added ingame.

However, this was around a time when it was in an incredibly unbalanced state, and the curator who reviewed ToAM had zero fucking clue on its actual difficulty, as far as I know, who ended up massively underestimating its true difficulty.

For one thing: This tower was long as hell, along with sections that had some of the nastiest spikes in difficulty akin to ToER's gameplay in a lot of places, while other parts were consistent with the tower's overall intended difficulty, or even ended up being easier, considering Fren and Fran's ideas on what makes a Terrifying or Catastrophic difficulty do not mesh well with one another.

The later floors especially were a pain in the ass to go through, and only ended up further contributing to the tower eventually being bumped up from High-Peak Terrifying to Low, or even Low-Mid Catastrophic when many players ended up complaining about its placement on the difficulty chart.


Clloy
AKA
Cll0y, Clloy (@Cll0y)
April 12, 2021
Clloy 04/12/2021 2:58 PM
we need to talk
Lightsynth 04/12/2021 2:58 PM
About what?
Clloy 04/12/2021 2:58 PM
toam
so i heard the nerfed ver was declined
because you guys apparently bugtested it already
i cannot stress this enough
please do not put laziness over every single player's enjoyment
unnerfed toam
is fucking atrocious
spikes everywhere
just
fucking horrible
i dont know when you guys bugtested
but i sent the file 2 weeks ago
for the nerfed ver
if ring 9 releases with the unnerfed version of toam in it
it will become the new most hated terrifying
by a fucking mile
PLEASE
do not let that happen
re-bugtesting it may suck
but you have to take into account everything
Clloy 04/12/2021 4:09 PM
not to mention
there's multiple nil jumps lol
April 13, 2021

Yeah, Clloy once again was right in every situation about us making this mistake, and this was before Ring 9 was made public to everyone.

This was not my fault, as the JToH Team didn't want to bugtest the same tower again a second time, despite it being nerfed to fit its actual difficulty on behalf of Fren and Fran.

This fault for the tower ending up this way and being so heavily frowned on initially is entirely the JToH Team's fault due to sheer laziness and wanting to pump out Ring 9 out for the crowd as soon as possible out of frustration, since at this point in time, Ring 9's development was taking too long and people were getting annoyed with the content drought they had to put up with.

Anyways, ToAM eventually received an update after the ring was published in an attempt to nerf it down to its original difficulty, but this version was still considered

Baseline Catastrophic, just because of how hard it spikes on the second half, especially on the final floors, which still wasn't enough to make people consider this was High Terrifying as it was intended to be, so it stayed as Catastrophic still, albeit with a buggy and broken music zone during the final stretch that instead played the lobby music up until the Audio Recovery update to it fixed this bug that lasted for, let's say, almost an entire year?

However, the new version of this tower finally brought this tower back down to its intended difficulty once and for all, especially since Fren ended up butchering the last floors in terms of their difficulty, despite some of the bugs ToAM still has here and there that makes playing it at times pretty unfair, overall.

There was also ToNS causing many lag issues for many people playing it, especially thanks to the lack of DistanceAnchoringParts that it had applied to it, despite the amount of spinners that the JToH Team ended up neglecting and ignoring.

I did come around to fixing this up come the Ring 9 Audio Recovery update, although not without causing some bugs to indirectly happen that the JToH Team and I did end up fixing, albeit not without Temmeh and many, many other developers and staff members scolding and egging at me hard for this mishap, which honestly was pretty fucking stupid all around for them to end overreacting like children while I was trying to fix up a tower, when all they needed to do was to find the spinners where sync jumps are required, and just remove the spinner model from the DistanceAnchoringParts folder, especially as ToNS being unbeatable lasted only for a day or two and people, realistically speaking, could have played something else or grind another Terrifying in their spare time, which wasn't even a huge deal in the grand scheme of things.

Long-term, this fix to ToNS' optimization and lag was beneficial to the tower's framerate issue that people constantly complained about, overall.

Logan_ISL DMs
https://i.gyazo.com/7942e545db3a8dac7b5ad5520a81cecc.png
https://i.gyazo.com/cf162f4ff383000abb7dac384c385e76.png

Next, let's talk about the original citadel candidate for Ring 9: ***Citadel of Inferno's End.***

This citadel was a huge 18-man collab project that was started by Temmeh8274 and Dexx_022 and was hyped up to be a really strong contender for the final ring, especially seeing as it was fitting of the theme the ring was going for. On top of this, it had insanely varied creative gameplay for its time, along with a boss fight at the end to get everyone

hyped up for this apparent epic final citadel for players to overcome in The Great Inferno.

The only issue?
It was very, very laggy.
Much like ToOOO, ToAAA and ToNED. However, this time, there was not much that could have been done about it, especially with how many clientobjects the citadel itself had within it, some of which were custom-made that made working with the citadel's bugs, let alone fixing them an absolute nightmare for everyone in the JToH Team to deal with.

Even with trying to use the DistanceAnchoringParts folder to reduce the amount of lag because of moving objects and spinners, the citadel caused framerates in Ring 9's testing place to drop down to around 3 or so FPS that made the ring virtually unplayable, despite the citadel itself lacking actual playtesting to it, which in my opinion is more or less sheer negligence from the JToH Team once again, coupled with this just being poorly handled from the game's management.

Even in its place on Roblox, it had this issue and as a result of that, it was unfortunately replaced with a citadel in AToS around this time called Citadel of Lethargy, which understandably disappointed a lot of people that had worked on this citadel and hoped that it would have gotten into Ring 9, especially its creators that thought it would have been a fitting final citadel to include for players to overcome.

Jukereise did attempt to make a compromise that if the citadel got optimized, it would have been placed in a subrealm within Ring 9, but this, 2 years later, still has yet to happen, and with 2 years having passed, and with no sign of this happening, this likely will not be getting ingame, ever, and continue to rot further in the whitelist, unfortunately.

Temmeh8274 DMs
https://i.gyazo.com/3e58c29884c632e24a85f1ac2a2e92fa.png
https://i.gyazo.com/e468190fdac827c9156b942045e72067.png

Also, way to go with talking behind Clloy's back about not wanting Tower of Champion's Road in the game in favor of unnerfed Tower of Journey's End around this time, which was easily Horrific difficulty around this time, or hell, even fucking Tower of Watermelon or the other "Catastrophic" candidates that were considered which were basically Horrifics disguised as Catastrophics.

I very clearly remember the people voting on ToCR that they didn't really like ToCR versus the other Catastrophic options, even wanting to put in something like Tower of Watermelon or even Tower of Shunning Excursion in over it, but there were no other "good" options for them to pick from, and ToW, coupled with ToSE, were not looked upon favorably by the JToH Team, so it was instead ToCR that got in, albeit not looked upon that fondly by the JToH Team.

Clloy DMs (*Apologies in advance, Clloy.*)
https://i.gyazo.com/44759cc4388cf587c753dc5ab694d62e.png
https://i.gyazo.com/c012f8920993bfee6e0d0236a8e4edba.png

Speaking of Tower of Champion's Road, this was also the ring that completely stopped tower difficulty polls from being used again in future areas from this onward, and difficulties from this point on would be entirely determined by the JToH Team themselves.

Tower difficulty polls was a system that was handed from the JToH Team over to the community to give their input on what they thought the difficulty of a tower was, in which the players would give their opinions on what the difficulty of the tower was for a tower they had played through after playing it up to a certain floor, where a GUI would pop up, claiming you can now vote for what difficulty you think the tower you're playing through is, despite not having completed it.

How did this system get removed in the first place?

Simple.
People were trolling the voting system for Ring 9 to fuck up the difficulty chart for it, especially with voting Low Catastrophic for Tower of Champion's Road.

Logan_ISL
AKA
Logan_ISL
May 17, 2021
Lightsynth 05/17/2021 6:59 PM
This problem seriously needs to be addressed in a JToH Flawed video or a rant, because the dev/staff team are considering just stopping community difficulty polls entirely.
Like, there are actually people capable of beating hard as shit SCs that intentionally under/overrate difficulties for "the meme" or troll votes.
It's genuinely fucking stupid.
Because at this point we can't tell what is a serious vote and what is a troll vote.
Logan_ISL 05/17/2021 7:37 PM
Thanks for bringing this up to me. This is something I'll make after R9 polls are complete
I'll work together with you

Because of this very factor alone, Gamma, along with the rest of the JToH Team, pulled the plug on the tower difficulty polls system entirely because they now considered the JToH Community an unreliable source for determining on what the difficulty of a steeple, tower or citadel ingame was, and would never give the community the ability to be able to help determine the actual difficulties of towers again.

The difficulties of towers confirmed for the game are now entirely decided by the JToH Team and their curators, unless people in the community significantly complain about the difficulty enough, all because of some dipshits who purposefully underrated the towers throughout the area for the sake of attention, some not even having beaten the whole tower, yet, still decided to go ahead and give their vote to the tower's difficulty.

This is a change on their behalf that I still don't agree with, and for very obvious reasons that I will get into back again after I'm done covering my development history.

Talking about this any further here would be a waste of time.

Frankly, I'm just tired as shit about talking about how work on this ring went as a whole behind the scenes, and you've already seen how bad the JToH Team screwed up on so many fronts.

These next few DMs, I will show you just how bad it felt working for the JToH Team and around everyone as a whole around this time a few months after Ring 9 released, and that they still haven't addressed this issue even to this very day.

Logan_ISL DMs
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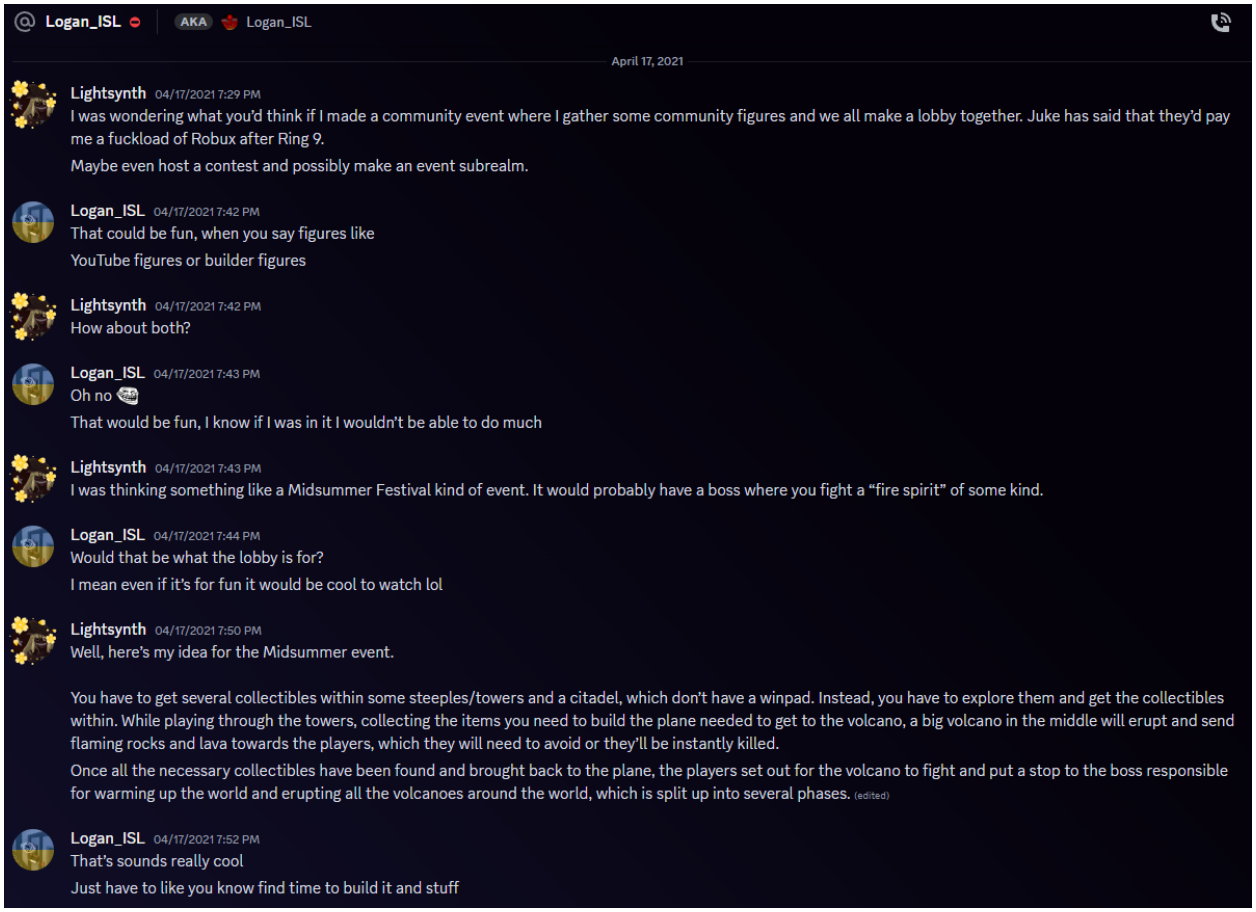
https://i.gyazo.com/19d2adc21cbfd40a1751dd99037b3af5.png
https://i.gyazo.com/949e271fb08790f91b0ffa11ae10c95d.png

Chapter IV: Paradise Atoll

This is an interesting subrealm to talk about.

While Ring 9 was nearing completion, I considered the idea of creating a summer event for the game that would have been entirely community-made by the JToH Community from the ground up and be one of the very first entirely community-contributed events to the game that I loved working on, with help from many well-known community members of JToH at the time.

Something akin to how Team Fortress 2 does its community-contributed updates during the summer and Halloween events, which I would have absolutely enjoyed to see what people would have wanted and considered for an event such as this.

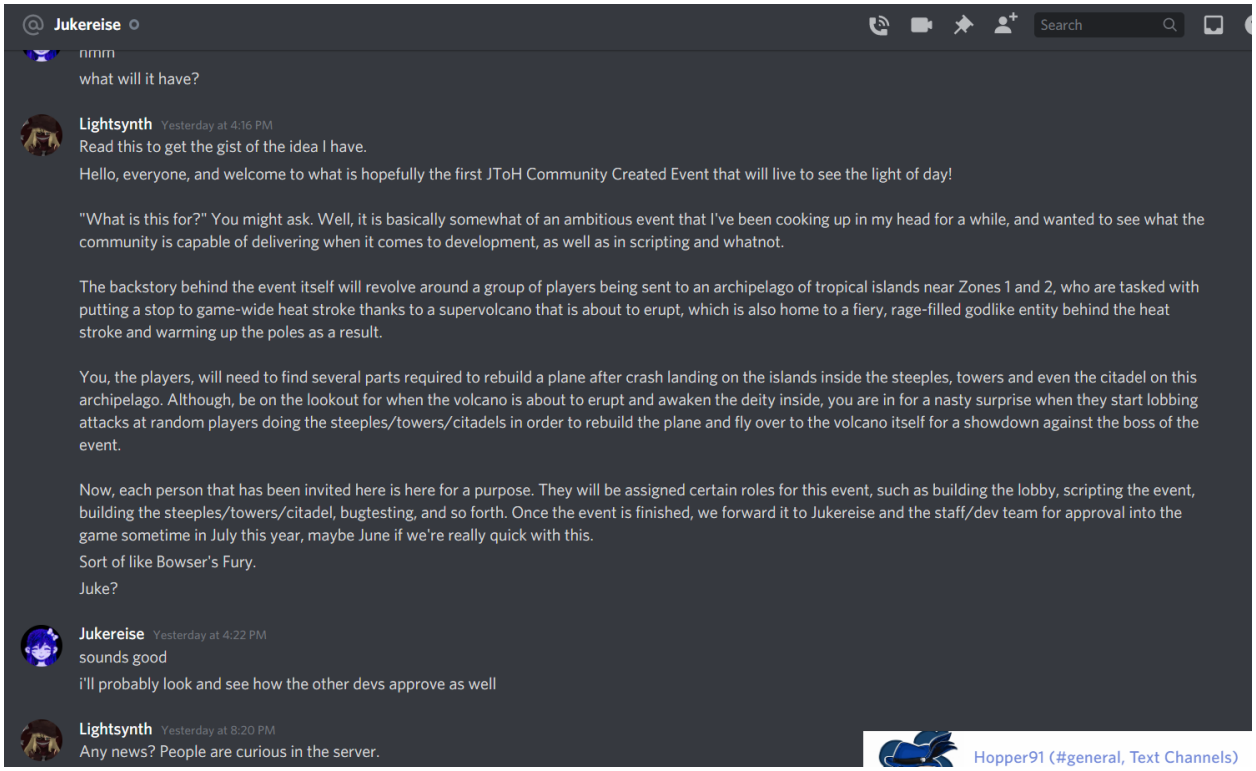

Logan_ISL
AKA
Logan_ISL
April 17, 2021
Lightsynth 04/17/2021 7:29 PM
I was wondering what you'd think if I made a community event where I gather some community figures and we all make a lobby together. Juke has said that they'd pay me a fuckload of Robux after Ring 9.
Maybe even host a contest and possibly make an event subrealm.
Logan_ISL 04/17/2021 7:42 PM
That could be fun, when you say figures like
YouTube figures or builder figures
Lightsynth 04/17/2021 7:42 PM
How about both?
Logan_ISL 04/17/2021 7:43 PM
Oh no
That would be fun, I know if I was in it I wouldn't be able to do much
Lightsynth 04/17/2021 7:43 PM
I was thinking something like a Midsummer Festival kind of event. It would probably have a boss where you fight a "fire spirit" of some kind.
Logan_ISL 04/17/2021 7:44 PM
Would that be what the lobby is for?
I mean even if it's for fun it would be cool to watch lol
Lightsynth 04/17/2021 7:50 PM
Well, here's my idea for the Midsummer event.
You have to get several collectibles within some steeples/towers and a citadel, which don't have a winpad. Instead, you have to explore them and get the collectibles within. While playing through the towers, collecting the items you need to build the plane needed to get to the volcano, a big volcano in the middle will erupt and send flaming rocks and lava towards the players, which they will need to avoid or they'll be instantly killed.
Once all the necessary collectibles have been found and brought back to the plane, the players set out for the volcano to fight and put a stop to the boss responsible for warming up the world and erupting all the volcanoes around the world, which is split up into several phases. (edited)
Logan_ISL 04/17/2021 7:52 PM
That's sounds really cool
Just have to like you know find time to build it and stuff

The premise of the event at the time was that you had to do several steeples in order to build up a plane in the main hub area of the lobby, and to weaken a pissed-off volcano/sun god that would occasionally rise out from the center of the lobby that would basically be impossible to beat if you didn't weaken him enough or didn't have enough plane parts to take it down with during the boss battle.

You'd also have to avoid the boss' attacks while you were traversing on foot to the next steeple or while doing the steeple in question, akin to Bowser's Fury that this event was heavily based off of. You'd also be traversing in an open world style lobby where you'd get to the steeples required to progress the event on foot, rather than the traditional portal system via the use of a boat and avoiding small islets or rocks that would be in your way.

Eventually, a while after Ring 9 was finished, I asked Jukereise for approval on this "midsummer" event at the time that I proposed to them in their DMs, and she liked the idea, as seen here, where she says she'd be talking with the JToH Team about this,

while I got to work on setting everything up for it.


Jukereise
Search
nmm
what will it have?
Lightsynth Yesterday at 4:16 PM
Read this to get the gist of the idea I have.
Hello, everyone, and welcome to what is hopefully the first JToH Community Created Event that will live to see the light of day!
"What is this for?" You might ask. Well, it is basically somewhat of an ambitious event that I've been cooking up in my head for a while, and wanted to see what the community is capable of delivering when it comes to development, as well as in scripting and whatnot.
The backstory behind the event itself will revolve around a group of players being sent to an archipelago of tropical islands near Zones 1 and 2, who are tasked with putting a stop to game-wide heat stroke thanks to a supervolcano that is about to erupt, which is also home to a fiery, rage-filled godlike entity behind the heat stroke and warming up the poles as a result.
You, the players, will need to find several parts required to rebuild a plane after crash landing on the islands inside the steeples, towers and even the citadel on this archipelago. Although, be on the lookout for when the volcano is about to erupt and awaken the deity inside, you are in for a nasty surprise when they start lobbing attacks at random players doing the steeples/towers/citadels in order to rebuild the plane and fly over to the volcano itself for a showdown against the boss of the event.
Now, each person that has been invited here is here for a purpose. They will be assigned certain roles for this event, such as building the lobby, scripting the event, building the steeples/towers/citadel, bugtesting, and so forth. Once the event is finished, we forward it to Jukereise and the staff/dev team for approval into the game sometime in July this year, maybe June if we're really quick with this.
Sort of like Bowser's Fury.
Juke?
Jukereise Yesterday at 4:22 PM
sounds good
i'll probably look and see how the other devs approve as well
Lightsynth Yesterday at 8:20 PM
Any news? People are curious in the server.
Hopper91 (#general, Text Channels)

As we were starting development on the event and talking about the event after I invited everyone over and gave them TC to help out with it, managing to get approval from Jukereise on this project, it drew the attention of the staff and dev teams alike and they were not happy with how I had started this event without consulting them first about it.

Even with Jukereise liking the idea, who, mind you, is the owner of the game?
Screenshots of my argument with Urchin and Vendetta in the curator chat
https://i.gyazo.com/c50c9e69dd10d55b7c9647f94959776f.png (1)
https://i.gyazo.com/94936ad61e1108b93b163a9463ac8376.png (2)
https://i.gyazo.com/ecd89ac907d0be1db21e2b9356f9d4ce.png (3)
https://i.gyazo.com/5e8e7c1d5a09e44f3e0f63dd00cd3833.png (4)
https://i.gyazo.com/8fccb41a7ae168473acdd4ecb27c1b3b.png (5)

Yes, I admit that I was somewhat in the wrong here with how I reacted the way I did, and I should have talked to them about this beforehand and they immediately demanded that everything is to be shut down, due to the place with everyone in the TC for the community event including scripts from the actual game itself, such as webhooks and other scripts that would have posed a major threat to the game if it got in the wrong hands.

However, the fact of the matter is that Jukereise, contrary to what she told me in my DMs with her, ***did <u>not</u> contact the staff and devs in any way shape or form about the idea I had***, despite liking the idea herself and giving me the go ahead with the event I had in mind. Either that, or she forgot to tell the developers and staff team about any of this, which, still, is negligence on her behalf.

I was also still very much not recovered in terms of mental health from the Ring 9 demotion, as you can see from the images provided through the links, thinking that my position was once more being threatened and that this would be a repeat of Ring 9's development, despite Urchin and Vendetta's attempts at telling me otherwise.

However, it didn't help the fact that they were calling me delusional and everything while I was undergoing a fucking panic attack.

At the time, they had no intention of demoting me, since they supposedly learned that demoting someone who was actively working on the game while everyone else didn't was detrimental to the game's development.

But with this incident happening, I pretty much got the staff team's trust as quick as I lost it, and this ruined my mood and changed my perspective in how the staff and devs viewed any attempts to make community-made events for the game in general, with them preferring to make the events for JToH in-house with no outside help, rather than allow the community that makes everything for them via towers/citadels for the game outside of the people they go out of their way to hire to build a steeple for an event, but nothing else.

Anyways, the devs and staff attempted to come down to a compromise on what should be done about this. None of us were really happy about how to handle this, especially since it was now extra work for the JToH Team, which was caused by me not talking to them about this, despite the fact that, again, I contacted the fucking owner of the game, and she didn't tell you guys about this idea I had that, for some reason, ended with me getting the blame that contributed to my self-loathing and guilt even more.

Thanks a lot, blame me some more for something that was completely outside of my control.

At the end, they decided on making a summer-themed contest for the event, which initially was planned to be temporary, but eventually after the contest was finished, it was turned into a permanent subrealm in the game going by the name of Paradise Atoll in Zone 1, the lobby of which was created in house by the dev and staff teams with

some help from the curators like Professor_Skittles, but especially PsychoticMute at this time, who really showed her potential here and was pretty much promoted after the subrealm was released to the public.

This was a very solid choice on the JToH Team's behalf, as PsychoticMute still proves to this very day that she is a very good builder when it comes to lobbies and even her towers when it comes to designing them, such as with Tower of Bent Trauma.

Reception on the subrealm itself, on the other hand, was mixed, though.
On one hand, the lobby still to this day remains one of the most gorgeous lobbies I've seen and helped make so far, with the setting, the design and rotation it has going on with it, alongside the foliage and the idea of the boat being pretty cool for what it's worth.

However, the actual gameplay with the towers… has not held up to standards and stood the test of time all that well, with some examples being far more blatant than others.

It also became quickly apparent that there were **WAY** too many Challenging submissions picked for the subrealm, which we picked up on by the time the contest ended. This was mainly as a result of how the contest and judging systems worked at the time, set up by the JToH Team themselves, with Vendetta06 creating the scoring system for it where it didn't even properly prioritize some of the categories properly, making theming have a higher score than gameplay.

And there's also one other problem: Rather than a finite amount of entries that were to be selected, which later contests would remedy by limiting the amount of entries that would get in with that difficulty, there could be **any** amount of steeples or towers of a certain difficulty, as long as it reaches Top 12, which unfortunately ended up primarily Challenging entries.

Some of these Challenging entries were also basically Intense submissions disguised as High/Peak Challengings, which was later rectified when Intense was later added as a difficult to the difficulty chart and some of these submissions were moved up within the subrealm, which didn't really help much with the progression of World 2's early game, but it's at least something to come back to once you've gotten the hang of the game's more modern towers' gameplay to score a few additional positive energy/tower points by the time you enter the mid-game of World 2.

Yeah, to no one's surprise, this subrealm was considered a flop from a gameplay and progression standpoint, and I was getting the fucking brunt of it from not just the JToH

Team now, but now also from the community, despite this all stemming from Jukereise's lack of communication as I pointed out earlier. ***Okay, sis.***

And the JToH Team pinning all of this blame onto me was just the icing on top of this shitcake. And you guys wonder why I don't like them very much nowadays, huh?

Also, the style of gameplay all of the steeples and towers conveyed, especially now coined as "PA-style gameplay", ended up quickly becoming a fad within the community, because it was not fun to play through because of the jank purist gameplay style it was going for and it ended up overly complicating the gameplay to a point where it more or less tanked the enjoyment for many people trying these steeples out, especially new players that just started playing JToH and went to Zone 1 out of curiosity and stumbled upon this subrealm by complete happenstance.

Paradise Atoll, in my eyes now, is okay at best, but an unnecessary addition at worst, especially with what it was originally planned to be with it being the first ever fully community-contributed event to the game, until the staff and dev teams all of a sudden decided to rush out a half-assed compromise such as this and then blame the entire thing on me for this happening in the first place, even down to the entries that were selected afterward, because they couldn't take proper responsibility for their actions and badly-executed solutions and had to use a scapegoat or someone to blame for all of this.

I'm not entirely at fault for all of this as many in the JToH Team or even the JToH Community would like you all to believe.

If only Jukereise had told the JToH Team about all of this, instead of leaving me on read and leaving me to guess as to whether or not I could have gone ahead with what I had in mind, none of this would have even fucking happened in the first place, especially with my relations with the JToH Team starting to lower even further than it already had after Ring 9's mistakes that, again, they still blamed me for slowing down development on it despite the fact that the reasons are far more complicated than they actually are.

Chapter V: Bad Tower School w/Logan_ISL

This was a series both Logan and I had started working on together around early June, more-or-less a fun project between us both talking about the bad towers that currently sit in their respective ingame areas.

The series was meant to cover ingame towers, steeples or even citadels that were considered bad by the community and both me and Logan would talk about it in great detail, far more than what my reviews would usually bring to the table.

Only issue was that I was very, very harsh with my wording when it came to writing the script around this time, which admittedly ended up being far more destructive rather than it being constructive, but it still had some helpful advice here and there on what to make and what to avoid when building towers, especially to people who wanted to try and make towers inspired by these towers me and Logan talked about without falling into the same pitfalls as the ingame towers did.

StalledStorm775, for a lack of a better word around this time, was becoming an unpleasant colleague and superior to work under, especially as both he and I had major conflicting views and ideologies on what makes a good tower good and a bad tower bad, alongside what direction the game should go in, especially in its early game progression.

And after the first episode of Bad Tower School was released for people to see, which focused on the Tower of Traps in Ring 2, this got me and Stalled both into a very intense argument regarding how it was handled on my end, with some staff even siding with him on ToT's pre-udpated version being fine as is, despite the fact that people that have played it detest it so much, compared to what he was actually claiming.

Logan_ISL DMs
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(Clearer images that were provided in the screenshot.)
https://cdn.discordapp.com/attachments/565646385228021763/871542435807891506/unknown.png
What Stalled is saying here is completely delusional.
The traps being bullshit being the whole point was going to make Tower of Traps into a bad tower by default, no matter how you slice it in its current form, and not helping matters is that it's also heavily outdated compared to today's standards in sharp contrast as to how Tower of Insult to Injury back when that was in Ring 8 executed this concept so, so much better.

Try making a tower such as Tower of Traps nowadays, and watch it immediately fail the curation standards today.

I definitely think the update made to the Tower of Traps was a necessary addition, but it could have been executed much better, due to the lack of feedback from the community,

who didn't even get to have a saying in any of this, and mostly relying on feedback from the JToH Team, which only Jukereise and PsychoticMute gave their thoughts on.

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While a case could be made against me for being toxic in my reviews, keep in mind that I was also actively giving them feedback in their DMs that could assist them in fixing up their towers, which you had failed to take into account and wonder why I was still a curator around this time.

Outside of that, I also actually respected and liked people who could look past my harsh wording and fix up their submissions that I had initially failed, so your logic here is so utterly flawed to begin with.

I also enforce my viewpoint onto the game via my reviews around this time, as I was basically carrying a good majority of the reviews by myself and you, or barely anyone else, for that matter, took the time to approach me and tell me any of this in the first place up until now, where you and everyone else suddenly have a problem with me reviewing submission like this, yet, never bothered to point it out until now?

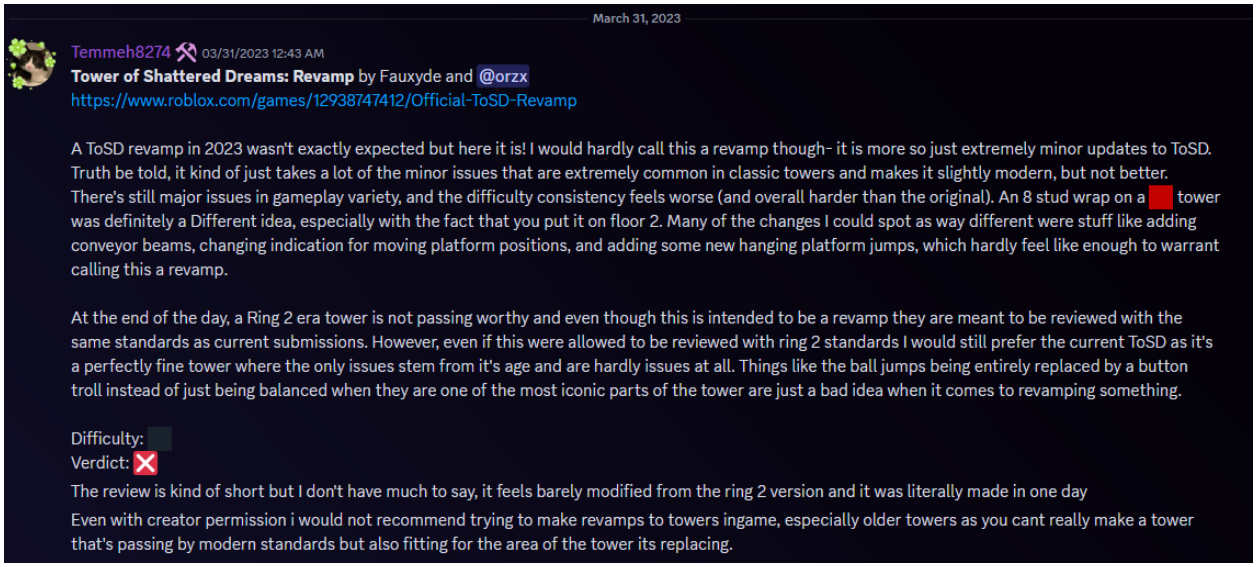
Apparently it's my fault for creating "toxic culture" when I'm trying to review a tower and I actively found it not fun or enjoyable, despite the quality in creativity and design, because believe it or not, I actually took the time to go through it legitimately without noclip, while the rest of you slackers couldn't even be arsed to do it and base your experience off of it entirely via noclip, which in on itself would already be found demotion-worthy if I found my reviewers/curators reviewing a bloody Hard-difficulty tower for a fangame if I owned one and using noclip to review it, despite having around Remorseless skill level?

Get a fucking grip, Stalled, holy shit, your argument falls apart so easily here.

The fact that everyone else outside of Dian was also on board with keeping the early game as is is what boggles my damn mind, especially considering that we don't want to replace old and outdated towers with higher quality/remastered content, but still review revamps intending to replace old content that's outdated with modern standards fit for upcoming areas, rather than review revamps or updates through ring era standards that the creator of the tower is trying to revamp. What kind of logical thinking is this?

A good recent example of this is with the Tower of Shattered Dreams revamp that someone had attempted to replace the current version ingame, with Fauxyde's

permission on top of this, too, as even Fauxyde stated that he didn't find ToSD to be up to date or on par any more. Well, surprise surprise, the revamp would be reviewed with the same standards as Zone 8 standards in terms of curation! And lo and behold, it fails by default by the fact it doesn't live up to today's standards.


March 31, 2023
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Tower of Shattered Dreams: Revamp by Fauxyde and @orzx
https://www.roblox.com/games/12938747412/Official-ToSD-Revamp
A ToSD revamp in 2023 wasn't exactly expected but here it is! I would hardly call this a revamp though- it is more so just extremely minor updates to ToSD. Truth be told, it kind of just takes a lot of the minor issues that are extremely common in classic towers and makes it slightly modern, but not better. There's still major issues in gameplay variety, and the difficulty consistency feels worse (and overall harder than the original). An 8 stud wrap on a tower was definitely a Different idea, especially with the fact that you put it on floor 2. Many of the changes I could spot as way different were stuff like adding conveyor beams, changing indication for moving platform positions, and adding some new hanging platform jumps, which hardly feel like enough to warrant calling this a revamp.
At the end of the day, a Ring 2 era tower is not passing worthy and even though this is intended to be a revamp they are meant to be reviewed with the same standards as current submissions. However, even if this were allowed to be reviewed with ring 2 standards I would still prefer the current ToSD as it's a perfectly fine tower where the only issues stem from it's age and are hardly issues at all. Things like the ball jumps being entirely replaced by a button troll instead of just being balanced when they are one of the most iconic parts of the tower are just a bad idea when it comes to revamping something.
Difficulty:
Verdict:
The review is kind of short but I don't have much to say, it feels barely modified from the ring 2 version and it was literally made in one day
Even with creator permission i would not recommend trying to make revamps to towers ingame, especially older towers as you cant really make a tower that's passing by modern standards but also fitting for the area of the tower its replacing.

Later on, Jukereise wanted Tower of Traps to be updated herself, despite StalledStorm's and a majority of everyone else's, while I began to help her out with it, as she had gotten permission from Paramocks himself to update the tower in order for it to receive better reception from the community.

The old version was a steaming pile of fucking garbage that everyone didn't like, while the current version, especially after several more of its updates is just okay now, but still gets egged on for its problems that I could have touched on a long time ago and could have gotten better feedback overall from everyone else around me in the JToH Team, which they refused to let me touch on and refused to give me feedback because… they didn't even bother to try?

And hell, it's not like me and Logan didn't try to take criticisms people had about the pilot episode into account for the next episode, which we ended up doing for the Tower of Linonophobia episode.

IceNSalt DMs
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Later on, Stalled came into my DMs to have a talk with me about what just happened.

StalledStorm775 DMs
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https://cdn.discordapp.com/attachments/565646385228021763/871558054309675038/unknown.png
Leaving me with my own devices when it came to curation is a pretty stupid move overall that cost me my reputation later down the line, especially as no one had an issue with me outside of "wack standards", up until ToUl's review where people now all of a sudden had problems with the way I reviewed submissions?

Whatever happened with telling curators to stay in line like with how it was handled way back in 2019?

You had a responsibility as a Head of Staff here, alongside everyone else on the JToH Team, and you, alongside everyone else blew it. Not gonna excuse my way of deflecting you away from me, but you get the idea.

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This is outdated logic and thinking on your behalf, Stalled.

Maybe for KToH era standards where the game was meant to be a rage-based game, this would be fine to put up with, if not looked at with a degree of skepticism, considering the whole game's premise and level design ideology during that time, even back when I first joined KToH was one that never really sat right with me.

Traps are also still present in the tower to this day, they're just made a bit more fair for the player to look out for, compared to how unfair and trial-and-error based most of them back during the KToH era were.

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I "enjoy" shitting on previous/outdated towers as you call it, because they represent the actual game in the later rings/modern areas poorly and give no incentive for new players to keep playing the game if all they're going to fail at is some bullshit trap that they had zero clue was there, because of outdated standards and level design versus the current level design standards that

plagues the early game progression that turns away so many new players from even wanting to continue playing it when they repeatedly fail to stupid bullshit in Tower of Hecc.

Try making a tower yourself that is similar to Tower of Traps' old version nowadays, and see if it passes, it would be a fucking miracle if it ever did.

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https://media.discordapp.net/attachments/565646385228021763/871558223298191420/unknown.png?width=1202&height=676
With ToPS and ToBH's inclusion, this issue is somewhat alleviated, but it's still very clearly present considering players still need to put up with crap like Tower of Overcoming Hatred and Tower of Cold Hands, and even other outdated crap found throughout Ring 2 and throughout the early game, especially in Ring 3 in order to actually start getting to the actual good content in the game, whereas it starts to pick up from Ring 4.

The only people sticking around are the veterans that grew up around this game back to the KToH era, while most new players don't even want to bother playing this gae, considering how scuffed this game's progression is in its entirety, especially since said players can just jump straight to Tower of True Skill, rather than the fact that the JToH Team and its developers could have added a system that prevents new players from playing anything above Medium, until they've proven themselves capable of playing a tower around that skill level, such as doing an Intense first and building their skills up from there.

They had this opportunity presented to them even to this day, and still, they have yet to implement this, which shows just how little they care how a new player's experience might be.

As it turns out, by the time both me and Logan reached the Thanos Tower episode and had published it for everyone to watch, I was immediately told to quit producing any more Bad Tower School episodes by a good amount of the JToH Team, especially as the arguments between us were getting increasingly heated with mention of my developer role being revoked outright if I continued with the project in the way both me and Logan were carrying it toward, due to the amount of drama the series was causing within the JToH Discord and the community, which Logan himself can testify as true.

And thus, it was canceled after only 3 episodes had aired, with said 3 episodes being taken off the air after the JToH Team said it promoted more destructive behavior than it did constructive, which, had they told me and Logan of this much sooner, both of us would have fixed it up for the Tower of Linonophobia and Thanos Tower episodes, rather than them continuously trying to go against me and trying to get it shut down and canceled.

We did manage to get Tower of Traps updated a few days later via the Bad Tower School episode made on it, despite Paramocks having a mental breakdown previously when the episode initially came out, but he soon recovered after I had apologized to him about it, and that both me and Logan would ask the creators of the towers if we could make an episode on them first before writing the script for it. Though, said breakdown could have also been contributed by the amount of hate his towers were getting, alongside the toxic community, with Bad Tower School covering his tower being a breaking point for him.

Whether or not the updated version of Tower of Traps is received more favorably than the old version did is up in the air, though.

On one hand, the updated version did up the variety somewhat more with what it had to offer with its gameplay along with fixing most of the walking simulator gameplay and unindicated traps that just led to cheap fails, but on the other side of the coin, parts of the tower were just buffed for no reason. It didn't help much that the only people that provided feedback was PsychoticMute and maybe Jukereise, and it frankly didn't help make this updated version all that much better than the old version in the grand scheme of things, despite the slightly warmer reception it's gotten now.

Frankly, though, this series was kind of destined to end prematurely, as Logan_ISL was also going to college soon after the Thanos Tower episode, and with people not liking the way we handled giving criticism to the towers we covered, that was just another nail in the series' coffin on top of the JToH Team wanting us to pull the plug on the series, despite not having that many problems with it initially.

Chapter VI: Thanos Tower's Tower Crossing Update

Speaking of Thanos Tower, I remember this update very clearly and how scuffed its development and overall execution was, especially now with the JToH Team making me look like some kind of idiot for basically "ruining" the tower or even making it outright worse compared to their version, which this tower crossing update actually fucking fixed the issues I was trying to fix in the first place.

Where to begin?
Should I mention that the tower before the update was a mountain of shit to play through, compared to what you got through the update before the nerf? Should I also mention that the tower was essentially Extreme difficulty with the way tower crossings were executed, especially in enjoyment with how sluggish and slow the overall pacing of them was, with the only reason it being considered Peak Insane was because the developers wanted it to keep it that way akin to CoWS actually being Insane despite being rated Peak Remorseless?

The biggest issue before the update was that every time you fell past Floor 3 or anywhere on 7, you would have to redo the whole tower crossings again along Floor 6's outside, rather than doing them only one time compared to other towers that utilized tower crossings.

Fixing that, alongside relocating the tower crossings to much better areas of the towers they crossed over to was the original goal of the update, up until I was told to rebalance the tower crossings alongside bLockerman666/Dodal in order to keep it at High-to-Peak Insane difficulty to compensate for the nerf I was applying, alongside making new gameplay on the floors with them after you complete said tower crossings, which frankly didn't even get that much feedback from the JToH Team who just left both me and Blocker to our own devices.

Should I also mention that some of my ideas to help make the tower better to play through were scrapped, or even denied by a majority the JToH Team, such as adding a killbrick safety net once you complete Floor 7, or an alternate route at the start of Floor 7 that skips you straight to the corner with the killbrick net leading straight up to Floor 8, or even nerfing some parts in the first place that the JToH Community complained about, yet, I was denied this privilege, despite the fact the JToH Team themselves later on after my demotion would end up doing, anyway?

Hell, there's literally a changelog here that lists off all the changes made to Thanos Tower around this time.

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And even after this update, the tower still got some more updates and nerfs applied to it, specifically to its tower crossings.

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And frankly, I'm just fucking tired of the JToH Team pointing at me and telling the community that I'm the cause for all of these "bad" changes to the tower, especially now with their recent nerfs and updates applied to the tower when they, while me and Blocker worked on this update, barely even helped give feedback at all or just denied me permission to help make its gameplay better, or hell, more balanced rather than telling me to not do this and that that would have, you know, actually helped the tower?

This shitty action on their behalf alone just make themselves come off as false saints who think they can't do anything wrong, while making me look like a clueless moron who had no idea with what they were doing, when in reality, they neglected me and Blocker and didn't want to help contribute to the update themselves whatsoever and end up treating me like an imbecile and scapegoat after their own update made to this a year and a half later, with them somehow changing their mind and implementing nerfs when I myself could have implemented the nerfs myself a long time ago, which they ended up denying me permission to implement.

Thanks a lot.
You guilt-tripped and neglected me yet again, and blamed me for everything I tried to fix up in Thanos Tower that you denied me permission to actually fix, yet ended up doing yourselves later down the line to steal the credit yourselves.

Talk about double standards. It's not okay when I do it, but when it's someone else that does it or has a problem with Thanos Tower, now it all of a sudden is perfectly okay?

Chapter VII: Zone 5

Now THIS was the actual Moon-themed zone that was planned to be added after Zone 4.

Starting off this zone was kind of slow with its development, but I quickly got to work on getting the terrain done first, with most of the concept remaining the same with the area itself taking place in a huge crater on the moon that we all agreed on would have been the best choice for the lobby.

After that, it was time to think about what we should do with it together.

First off, the lobby was sizeably large, and there were plans for the main lobby area to be a moon hotel/resort next to a spaceport of some kind, with a view out to the actual area of the zone through a tunnel with towers being held in biospheres with different themes inside of them, from nature, to a city, and so forth.

Courtesy of the JToH Wiki for getting a hold of the images of some of the ideas we had in mind.

1) https://static.wikia.nocookie.net/ktoh/images/6/6e/Uwuzon5.png/revision/latest/scale-to-width-down/185?cb=20210925214609
2) https://static.wikia.nocookie.net/ktoh/images/3/38/Uwuzon52.png.png/revision/latest/scale-to-width-down/185?cb=20210925215121
3) https://static.wikia.nocookie.net/ktoh/images/c/c1/Nolake%3F%3F%3F.png/revision/latest/scale-to-width-down/185?cb=20210925215209

When that idea was ultimately scrapped, because it just didn't look good in general from a viewing distance, we moved over to it being a moon crater with varying themes in four corners for us to work off of before eventually settling on it being a crater surrounded by a huge glass dome, with flourishing life and fauna present within the crater itself.

This was ultimately a very good choice, as we also included the research lab to go along with it to act as the main lobby instead, which worked wondrously with the futuristic theme this lobby was trying to convey, and it gave developers some much-needed variety on how we could insert the towers into the zone and make them fit within the area without them feeling too out of place.

Another idea included having the SCs be situated within the moon's core alongside the citadel, akin to what Zone 8 later in 2023 would try to do, but that idea ultimately ended up getting scrapped in favor of what we have now, unfortunately.

Honestly, there weren't that many problems with this lobby in on itself…

…outside of Tower of Brutal and Bizarre Torment having an extreme case of lag issues that had a similar problem akin to Tower of Astronomically Aimless Annoyances back in Zone 4, or Citadel of Inferno's End back during Ring 9's development.

Just like Citadel of Inferno's End, it was considered to be removed outright from the zone itself by Vendetta06 himself and be replaced with another tower completely, which wasn't something we usually did, and I was very much against this idea, as you'll see very soon.

Which tower exactly the replacement would be, I couldn't remember, but I remember the tower polls being between Tower of Whirling Uprise, Tower of Quadrilaterals' revamped version that was originally Catastrophic nerfed down to Insane/Remorseless and this tower.

Eventually, we did manage to find a fix for it, which involved the teleporters leading up to one of the three Floor 7s being the main source of the lag. This ultimately wasn't really an end-all situation, but it massively helped reduce the amount of FPS drops and lag that was causing it to be so unplayable in the first place.

Well, there was also one other issue with it that made it unplayable for many and unfortunately ruined it for a lot of people, and I will admit, this was my fault, but also the fault of the bug testing team for not catching this problem in the first place, which, again, contributes to the problem of them abusing noclip during bugtesting, rather than test the towers legit and using me as a scapegoat, putting the blame on me once more for something that wasn't necessarily my fault and could have easily been reported on by the bugtesting team.

The problem? Its placement on one of the rocks that I made as part of the terrain around the lobby caused players doing the tower to stop their momentum at random and made it entirely luck-based as to whether or not your momentum is kept or not when it came to some of the more purist-heavy sections.

That, or when inserting the model of the tower itself, it ended up angling itself by a few degrees by accident, which everyone in the bug testing team ended up missing.

This unfortunately caused ToBaBT to be very badly received once the zone was initially released, but we ended up fixing this issue at one point or another via rotating the entire model of the tower, which was very risky, but worth it, as it did end up saving the tower and miraculously, no bugs occurred from doing so, so now it's much, much more playable than it initially was.

And lastly, one VERY annoying thing that I, and everyone else on the dev team had to put up with while working on this zone was keep my mouth zipped during the ***bugtesting period***.

Why, though? Didn't the JToH Team already learn from the first time not to make upcoming areas for the game so overly secret?

Well, my dear reader, they didn't.

See, the staff and especially Vendetta06 wanted to keep the "secret/surprise" element of upcoming areas for the game in some way shape or form in order to generate hype for the area, this time by keeping the bugtesting a secret while coming up with a compromise by revealing the names of the towers after they got confirmed.

This solution was such a half-assed compromise, and let me tell you why that is.

This was very similar to Ring 9, where one wrong move on anyone's behalf, or if I said anything about how bugtesting was going for the zone's development, and Ring 9's development would end up repeating itself with people just getting punished for letting something slip off of their tongue, or worse, demoted outright, just for telling everyone how bugtesting was coming along for the area.

So I was basically forced to do that, or suffer the consequences for even slipping out one clue whenever people asked how bugtesting was going. Don't get me started on the people who asked how bugtesting was going along, while I and many others had to keep ourselves silent about it.

It just created such an unnecessarily uneasy work environment to be in, especially since people always kept quiet about what they wanted to say and were in fear of being demoted if they said anything, and it wasn't just me who felt it.

Not only that, but after a certain point, screenshots of what the lobby itself looked like were also forbidden to be shown or teased, mainly what the lobby itself below the clouds, as leaking that was a punishable offense.

Again, this extent of punishment isn't usually the case any more here and there, but this should be taken into consideration as to how the dev and staff teams operated at this time, and still to this day operate to some extent by keeping a lot of upcoming content secret about what's being bugtested and what isn't, such as Zone 8's bug testing period, which only had a bar to show and not telling the community what had been bugtested, which Vendetta06 is still so keen on keeping, despite the fact that you can literally just tell people what has been bugtested and what hasn't, because it doesn't change a damn thing about it when the tower's already confirmed for the game at that point, and people would actually have something to hype themselves up about.

I will also very soon get into Vendetta06 lying to us about bugtesting Zone 5, when in fact he was doing something else entirely in the next section.

Finally, there was also Tower of Guided Trials being confirmed.
This was such a big blunder on Vendetta's part, and even he admits this was his fault for letting the tower get confirmed as is initially.

Vendetta06 had posted the polls for the Intense towers for this zone around a time when not many were available to play through the towers, and ended the polls prematurely

just as quickly as he had started them, with many of us not even having a chance to play through all of them, including the most upvoted tower; Tower of Guided Trials.

The towers that did end up getting picked were Tower of Horrifying Experiences, which was nice, if not a bit out of place, Tower of Heiwana Kaze, which I fully supported its inclusion, and finally, we had a black sheep of the zone; Tower of Guided Trials.

Do I remember getting pissed off at this getting selected, that's for sure, because this was such a blatant screw-up on Vendetta's end by rushing this tower poll out so much.

Most of the curators who even upvoted this tower were also skimming through this tower with noclip rather than playing it legit, which I will get into later down the line in this document with how flawed it is on their behalf to be handling tower polls like this, let alone review them as such with noclip if they get submitted.

The same story could also be said for Tower of Sovereign Traveling, especially as it was intended to be a Medium difficulty tower and competed against Tower of Jazz around this time, which was a far more appropriate pick in my eyes compared to what ToST was, but this tower was nowhere near its intended difficulty from several factors that just put it squarely at the Hard difficulty after many complaints from the community.

Yet again, a problem that came from the curators not wanting to play through the polled towers without noclip to get an actual idea of what the real difficulty of the tower was, and if it was actually good enough or not to get into the game.

Clloy DMs
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Now, to give Tower of Guided Trials some credit where it's due, it did receive a lot of updates, tweaks and quality of life changes to it in game from mainly Urchin and I, with help from its creator; Kingmelantis approving all of the changes that were added to it to make it more bearable and even fun to play for players.

The only issue being that Vendetta06 was very much against ToGT and other towers confirmed in Zone 5 receiving these quality of life updates and changes to make it more tolerable and fun to play through in the first place, especially in regards to that one math question part that was just tedious trying to read through with how the sign was structured, which he had apparently no problem with despite it being one of the toughest parts of the tower prior to its sign getting tweaked proper.

Logan_ISL DMs
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Other than that, this was a very nicely-received zone overall when it did launch, and I do find myself immersed into the lobby when I play through it. Overall, a very good job, despite the problems and frustrations that we had to put up with, in my opinion.

Chapter VIII: Tower of Mirrored Hecc: Revamped

Yeah, I'm talking about this here, despite having worked on it some time between Forgotten Ridge and Ring 9's development.

I was basically tired of seeing people shit on and complain about this tower while reading everyone's opinions on the old version, especially since it was an early-game tower in Zone 1 that most new players or players doing World 2 for the first time would be trying to play through, and have a miserable time beating.

So, in order to fix this tower up, I decided to give this revamp a go and see if I could get it to replace the old version that me, VincentI9, Feodoric and Jukereise worked on together back when we worked on Zone 1. I did pretty much have the right to revamp this tower, as I was one of old ToMH's creators, so I wasn't breaking any rules regarding revamps being made without the creator's consent, and did also get Jukereise's permission to work on this.

I actually started on the current version of it that we have now before Paradise Atoll development, but it wasn't until post-Zone 5 that I actually started to put in the proper effort to get it to pass via the curation system after the previous versions failed twice.

Blockerman was the main motivator for this happening in the first place while he and I were reviewing a Terrifying submission together at the time, saying that I shouldn't give up on something that I enjoyed making, regardless of how bad the situation seemed to be.

So, there we go! The reason we nowadays have ToMH:R ingame is thanks to Blocker being an absolute brother towards me, and this gesture is something I still haven't forgotten, even to this day.

Thanks, Blocker. 👍

Anyways, it failed the first few reviews around Ring 9's development, being rated as high as Challenging or even considered Intense by some people until I heavily nerfed it down to the floor in a lot of areas, made some obstacles and mechanics easier to understand, and finally got Jukereise to review it for the final review, in which it passed and got rated as a Difficult-difficulty tower, which motivated me to nerf it down even more to the more appropriate difficulty of High Hard where it currently sits at to this today.

When it did release, it definitely had, and still has its fair share of skeptics, such as Temmeh8271, who still to this day doesn't like it because it doesn't represent Tower of Hecc's gameplay all that well and finds it too out of place compared to everything else, despite ToRNI, which in on itself looks pretty wacky being there, alongside Tower of Zero Disturbances now, which also looks pretty out of place?

Overall, though, reception towards it was very, very positive at the end of the day, especially compared to the old version that so many people back then hated.

The inclusion of this revamp upped the quality of Zone 1's selection of towers in the Intermediate category and I do think that, despite its skeptics and some haters here and there, I think this was a very much needed addition to make first impressions of the zone's early game progression much better, as the early game of Zone 1 before Tower of Hands Sweating's revamp was included was just below mediocre trash, boring and low-quality compared to when you get to Zone 3. Now, it's just mediocre at worst.

This tower, in my eyes, is still one of my favorite towers that I've ever managed to get added into the game, because it was just so fun to play through, especially being so satisfying to finally upgrade a tower to being its own thing rather than it just being a copy and pasted knockoff of Tower of Hecc in Ring 1!

Chapter IX: Drama regarding Vendetta06

Around this time, me and Vendetta06 were really at each other's necks when it came to being part of the development team together and we both still are to this day when it comes to disagreements in regards to how the game, its curator and staff teams are run.

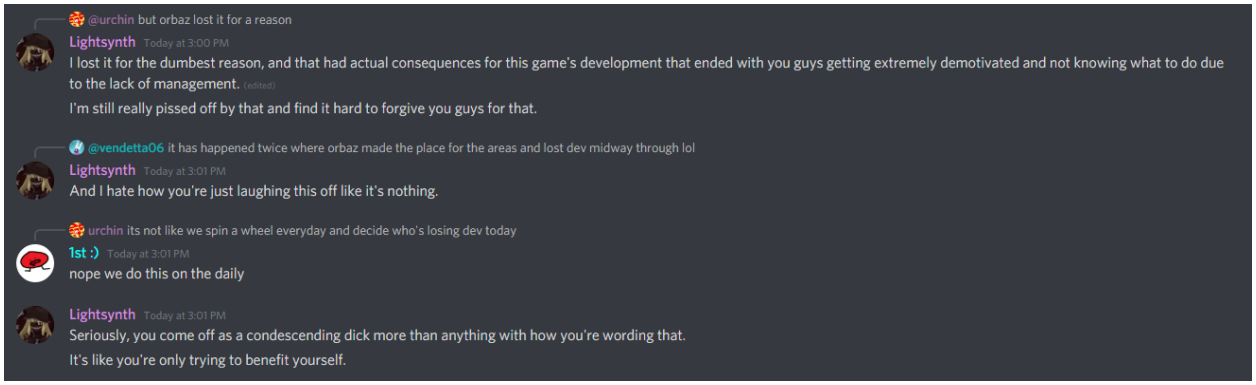
I think that JToH itself, alongside the JToH Team and its community are heavily flawed and need to looked at more thoroughly or even outright revamped completely, while he doesn't and thinks it's full of nice people, despite having some of the most "politically correct" and anti-social people on it that think their opinion is the right thing, and won't hestitate to tear you to shreds for not following the norm.

I think the game's early game progression is so terrible, he thinks it doesn't need changing and is perfectly fine despite being blind to people complaining about it, especially from new players in regards to progression.

I want to improve towers in upcoming areas with quality of life changes and tweaks that would make them better to play through and be more thematically appropriate to their zones Vendetta meanwhile does not want any of this to happen and just insert the tower, bugtest them and leave them as is, even if the tower is going to end up becoming hated.

I disagree with something with him, he disagrees with something I come up with, the list can just go on with how bad it is between us both when it comes to debating about the game design and developer intent on this game, as you'll see later, except it's almost always usually one-sided, as he's an Administrator while I was just a Developer working underneath him.

It was especially around 2021 at this time that Vendetta06's behavior and personality was rubbing me off the wrong way completely, such as commenting on me losing my developer role in a mocking tone and taking a jabs at me, not caring about people who put hours into their grinding their towers, beating them, only to lose everything from getting their account on Roblox terminated over a minor mistake like with what happened with Ademiere's original Roblox account, or even saying stuff behind other people's backs in the dev/staff chats that bothered me, like when he wanted to remove Tower of Brutal and Bizarre Torment without letting Dexx_022 know about it.


@urchin but orbaz lost it for a reason
Lightsynth Today at 3:00 PM
I lost it for the dumbest reason, and that had actual consequences for this game's development that ended with you guys getting extremely demotivated and not knowing what to do due to the lack of management. (edited)
I'm still really pissed off by that and find it hard to forgive you guys for that.
@vendetta06 it has happened twice where orbaz made the place for the areas and lost dev midway through lol
Lightsynth Today at 3:01 PM
And I hate how you're just laughing this off like it's nothing.
urchin its not like we spin a wheel everyday and decide who's losing dev today
1st :) Today at 3:01 PM
nope we do this on the daily
Lightsynth Today at 3:01 PM
Seriously, you come off as a condescending dick more than anything with how you're wording that.
It's like you're only trying to benefit yourself.

Lightsynth Today at 3:32 PM
Except for the fact that Adem's ban was complete and total bullshit???
Like, he only made one mistake: Bam, his account got terminated.
And it wasn't even like him distributing gore pics or shit on Roblox, NO.
All he did
was publish a tower place, I think.

bLocker Today at 3:34 PM
yea ppl get banned for stupid reasons
thats just roblox for u

Lightsynth Today at 3:35 PM
I still think we should give him his stuff back.
If this shit happened with like Myfart or Skitsuna, I'd feel horrible for them, because that means they'll have to trudge through the fucking [redacted] towers again, most of which are just awful and tedious to grind through like ToER.
Especially ToCP, dear god,

vendetta06 Today at 3:59 PM
they don't **have** to
they've already beaten it so why do they really need to again
they've gotten the accomplishment they just don't have the badge

Lightsynth Today at 4:08 PM
What about trails?
When those inevitably come out?
They should be allowed to open up a ticket and request their items/badges to be restored to their alt
With proof that they have ownership of the banned main account.
Like, if I got banned for the dumbest reason because Roblox's moderation system has been trashed on so many times for being so extremely inconsistent and lost everything in JToH, I'd be furious, especially if I don't get them restored.

Lightsynth Today at 4:23 PM
Maybe even leave the dev team at that point in a hypothetical scenario, because it'll just make me lose my faith in you guys.
The old KToH staff team had at the very least nice people to talk to that would help you in any way possible, and be sociable. (edited)

> Lightsynth Especially since Ademiere is a well-known community member here.

bitchstorm775 Today at 8:10 AM
Literally never heard of them

VincentI9 Today at 8:11 AM

bitchstorm775 Today at 8:13 AM
Restoring items is easy
Get conclusive proof that they owned the old account and own the new account
Then find the item list script in ring 1 or wherever it is, and add their user id to the script in the places it needs to go
If they're missing some items that aren't on there, you'll have to ask juke to add them

VincentI9 Today at 8:19 AM
i dont want to rely on a script to restore items
that is so unconvenient

urchin Today at 10:18 AM
ademiere is a jtoh youtuber after all
@bitchstorm775

bitchstorm775 Today at 10:18 AM
That would explain why I don't know them

Lightsynth Today at 10:30 AM
They are well-known in the community, though.

vendetta06 Today at 3:26 PM
so we should help people who are well known in the community
but not people who aren't
because we literally never fulfill these requests for random community members or people without discord
if their account is banned thats honestly not our problem

Vendetta, shut the hell up with what you're saying with that comment of yours.
First of all: **No?**
We shouldn't just limit ourselves to helping only people who are known in the community.

Legal technicality or not, people get banned for the stupidest reasons on Roblox, and it's our responsibility to restore their progress if such a case happens.

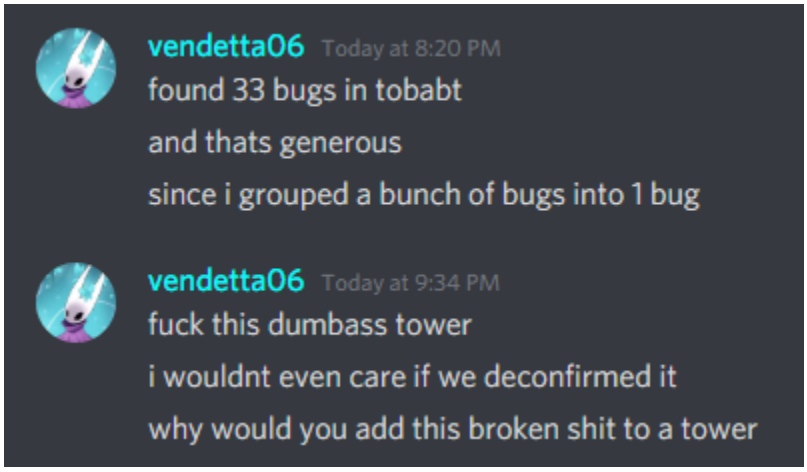
Everyone, and I mean everyone, should have their badges and items restored on JToH if they end up getting their account terminated, as long as they have proof of ownership of their old account that got terminated in the first place. It's basically just transferring badges from the old account to the new account.

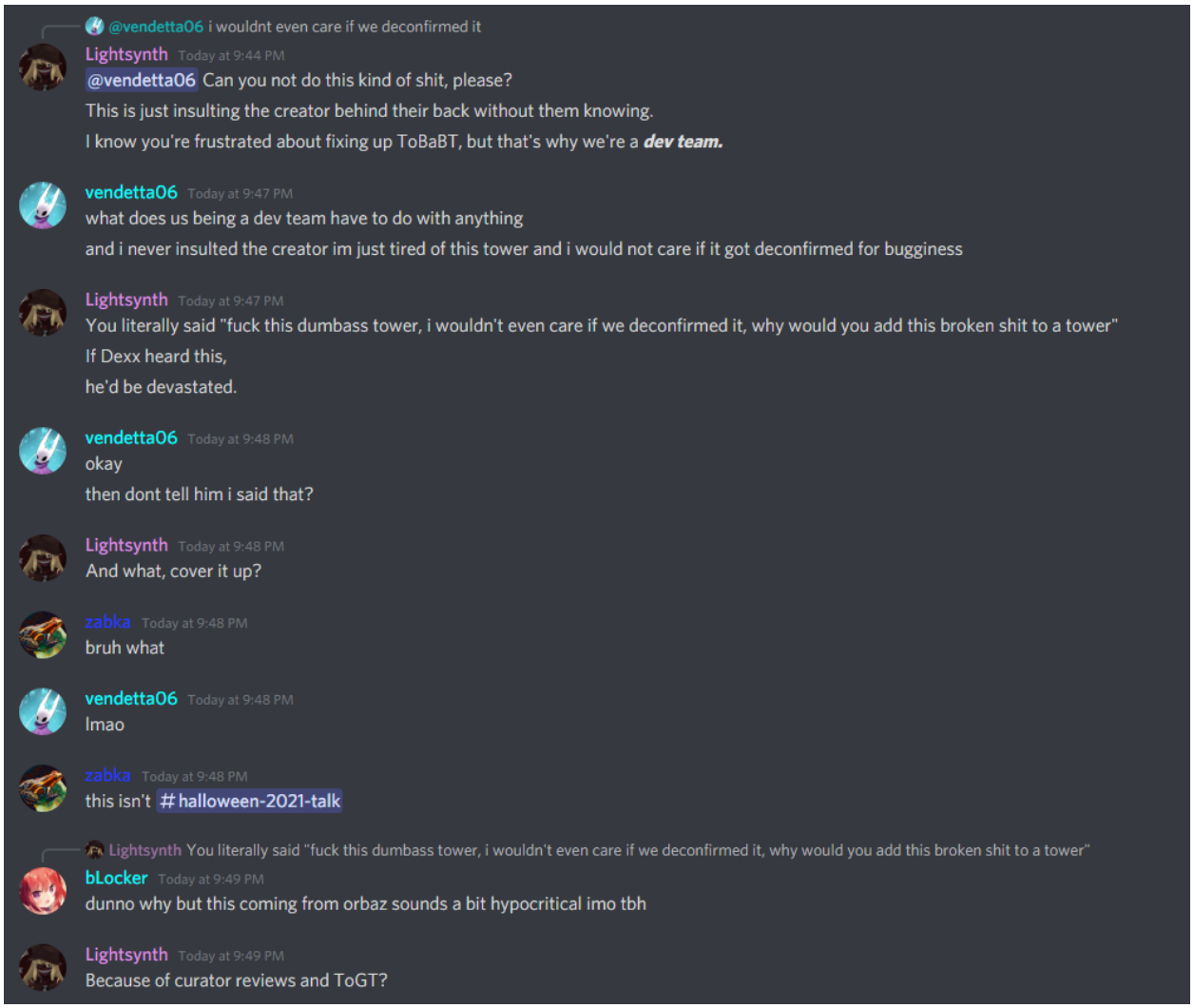
I eventually ended up talking to Jukereise about this issue of restoring one person's items and badges myself.
Jukereise DMs
https://i.gyazo.com/aaa05205ca2acbcb860bc28a46f0c557.png
https://i.gyazo.com/e90acfc74d92f81287beded102cced53.png

Not sure if you or someone else on the JToH Team eventually got around to doing this, but my impressions are you couldn't give less of a shit about what happens to the person that gets banned.

If they get banned, they basically have to start over from Ring 1 and work their way back up to where they got terminated and reclaim all of the badges they had lost on their main account, slowly and tediously, one by one, rather than you actually using common sense and utilize customer support in restoring said player's items, badges and trails they lost after what was potentially days or months grinding their accomplishments.

Also during Zone 5's development, Vendetta, during bugtesting of ToBaBT, said this behind Dexx's back in the bugtesting channel.

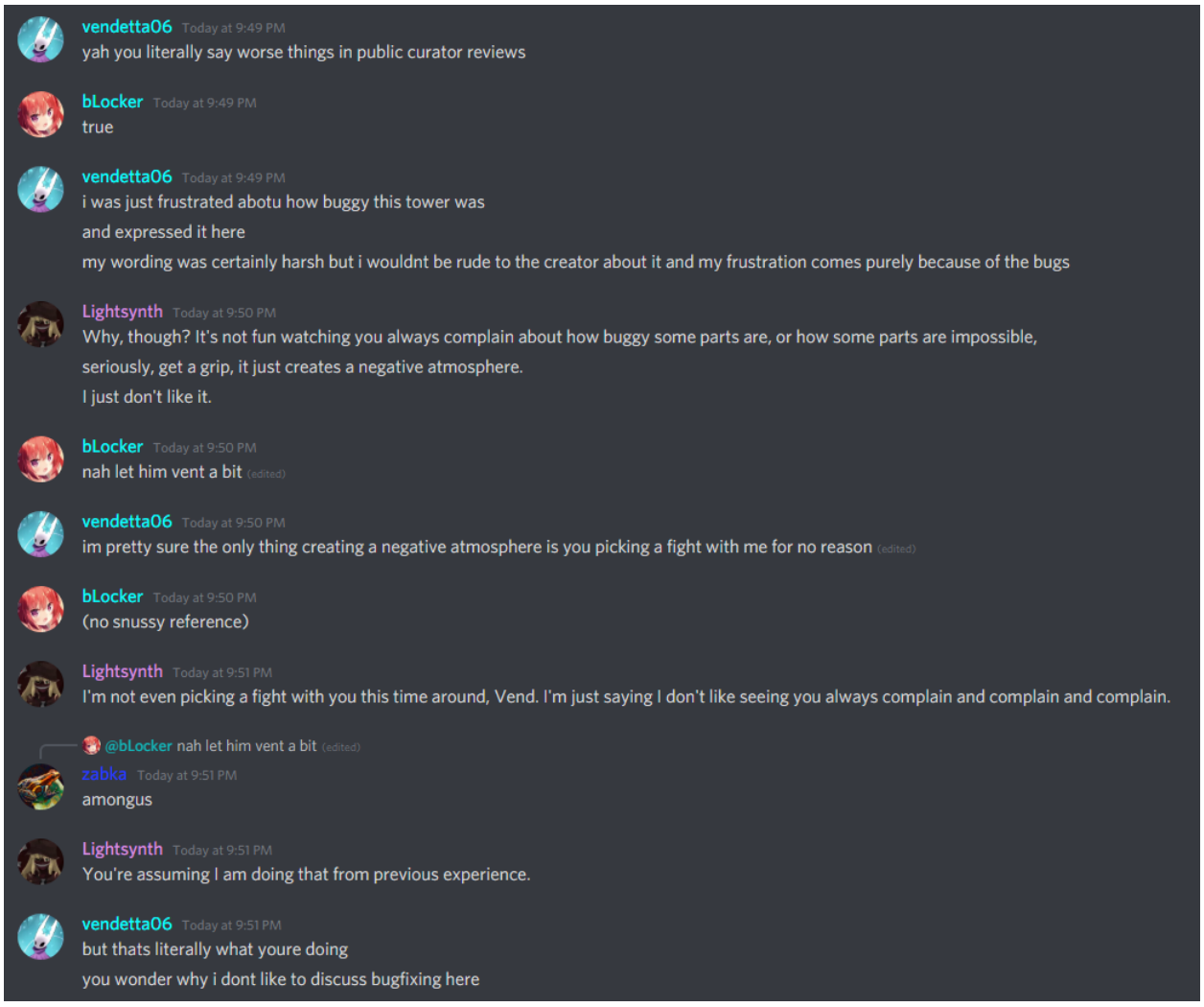

vendetta06 Today at 8:20 PM
found 33 bugs in tobabt
and thats generous
since i grouped a bunch of bugs into 1 bug
vendetta06 Today at 9:34 PM
fuck this dumbass tower
i wouldnt even care if we deconfirmed it
why would you add this broken shit to a tower


@vendetta06 i wouldnt even care if we deconfirmed it
Lightsynth Today at 9:44 PM
@vendetta06 Can you not do this kind of shit, please?
This is just insulting the creator behind their back without them knowing.
I know you're frustrated about fixing up ToBaBT, but that's why we're a dev team.
vendetta06 Today at 9:47 PM
what does us being a dev team have to do with anything
and i never insulted the creator im just tired of this tower and i would not care if it got deconfirmed for bugginess
Lightsynth Today at 9:47 PM
You literally said "fuck this dumbass tower, i wouldn't even care if we deconfirmed it, why would you add this broken shit to a tower"
If Dexx heard this,
he'd be devastated.
vendetta06 Today at 9:48 PM
okay
then dont tell him i said that?
Lightsynth Today at 9:48 PM
And what, cover it up?
zabka Today at 9:48 PM
bruh what
vendetta06 Today at 9:48 PM
lmao
zabka Today at 9:48 PM
this isn't #halloween-2021-talk
Lightsynth You literally said "fuck this dumbass tower, i wouldn't even care if we deconfirmed it, why would you add this broken shit to a tower"
bLocker Today at 9:49 PM
dunno why but this coming from orbaz sounds a bit hypocritical imo tbh
Lightsynth Today at 9:49 PM
Because of curator reviews and ToGT?

Is this hypocritical coming from me? Yes, absolutely, considering it comes from one of the harshest curators. Is it justified, though? Absolutely, as this is literally just talking behind Dexx's back about deconfirming his tower with him being completely oblivious to it.

I have every right to call you out on this, Vendetta, as Dexx would without a shadow of a doubt be understandably upset about all of this if he found out about this.

Now, fair enough, both you and Dexx eventually settled this issue together from what Urchin told me in my DMs, but that still doesn't excuse what you said here as being extremely fucking rude here.


vendetta06 Today at 9:49 PM
yah you literally say worse things in public curator reviews
bLocker Today at 9:49 PM
true
vendetta06 Today at 9:49 PM
i was just frustrated abotu how buggy this tower was
and expressed it here
my wording was certainly harsh but i wouldnt be rude to the creator about it and my frustration comes purely because of the bugs
Lightsynth Today at 9:50 PM
Why, though? It's not fun watching you always complain about how buggy some parts are, or how some parts are impossible,
seriously, get a grip, it just creates a negative atmosphere.
I just don't like it.
bLocker Today at 9:50 PM
nah let him vent a bit (edited)
vendetta06 Today at 9:50 PM
im pretty sure the only thing creating a negative atmosphere is you picking a fight with me for no reason (edited)
bLocker Today at 9:50 PM
(no snussy reference)
Lightsynth Today at 9:51 PM
I'm not even picking a fight with you this time around, Vend. I'm just saying I don't like seeing you always complain and complain and complain.
@bLocker nah let him vent a bit (edited)
zabka Today at 9:51 PM
amongus
Lightsynth Today at 9:51 PM
You're assuming I am doing that from previous experience.
vendetta06 Today at 9:51 PM
but thats literally what youre doing
you wonder why i dont like to discuss bugfixing here

The **ONLY** thing I did here is point out how negative it was for you to whine and bitch about the tower and you creating a negative atmosphere for everyone else here, rather than crying about this somewhere more private instead.

And rather than continue to talk about ToBaBT with me in a peaceful manner, all the while laughing at this situation in the screenshot prior and moving over to talking about the way I word things in curator reviews, then you suddenly think I'm picking a fight with you.

Apparently you interpreted me not liking you whining and making a scene in the bugtesting channel and you, apparently wanting to jokingly deconfirm ToBaBT with Dexx_022 not knowing any of this as me wanting to pick a fight with you now?

You complained and complained about every single bug you encountered while playing through this tower, what's funny here is that you wouldn't really consider most towers bugtested unless if you did it yourself, because we weren't as good as you in terms of bugtesting in comparison to you, what the hell kind of superiority complex is this coming from you?

All I said was that you complaining and whining about all of this made it not fun being around you or in the bugtesting channel, and that it put off other developers. Do it somewhere else.

This was simply bothering me in how it lowered morale for everyone in the bug testing team, especially when you outright stated that you wanted to deconfirm ToBaBT because of how fucking broken it was **because of one problem that you wouldn't tell or show us, the people you're meant to be working with until we found out the problem for ourselves.**

Mind you that Dexx had also worked on this tower for almost 2 years, and was **THIS** close to getting something he had worked on for so long get deconfirmed from Zone 5 in favor of a most likely much inferior tower in comparison, especially when trying to beat it legit versus beating it with noclip.

Imagine if we said or did this stuff behind Gamma's back with ToUI when Zone 7 was being worked on and just deconfirmed it out of nowhere because of it being too buggy, ***he'd be fucking livid towards you for making such a comment.***

Lightsynth Today at 9:52 PM
How am I even picking a fight? Because I didn't like how you were frustrated about the tower and wanted to express removing it from the game and not even caring?
And calling it a shitty, broken mess?
I'm not even trying to start a fight or look for one, Vend.
I'm just expressing my dislike towards you saying this kind of stuff, it should just be you listing the bugs and how many you found, nothing else.

vendetta06 Today at 9:53 PM
sorry that im not a robot

Lightsynth Today at 9:53 PM
Even if it was a buggy, impossible mess, just state them all in the Trello.

bLocker Today at 9:53 PM

vendetta06 Today at 9:54 PM
ive spent two hours trying to fix a bug that is currently only half fixed and there are so many more bugs that are possibly even more complicated for me to fix
so of course im frustrated

Lightsynth Today at 9:54 PM
Yeah, well no shit.
Take a break or something if you're that frustrated.
And look at the bug from another perspective.
Like, yeah, I was frustrated as shit at work today because of bad timing and getting my toes almost crushed lifting some stuff,
I am not going to start an argument, yell at someone, call them shit or trash, or whatnot.
I try to walk it off, take a break if it's too much at one point, then resume what I was doing.

vendetta06 Today at 9:56 PM
i never started any arguments or yelled at anyone???
i just vented my frustration here
and you got triggered

Lightsynth Today at 9:57 PM
I got triggered when you said how you wanted to deconfirm ToBaBT and how it was a "dumbass tower"
If it has broken shit, then it's our job to fix it.

bLocker Today at 9:57 PM
he never said he wanted to deconfirm it?

Lightsynth Today at 9:57 PM
He said: "I wouldn't even care if we deconfirmed it"
If

bLocker Today at 9:57 PM
thats a whole different meaning
lmao

Lightsynth Today at 9:57 PM
Is the keyword, but I still didn't like how you phrased it.
That's what got me a bit annoyed in the first place.

vendetta06 Today at 9:58 PM
im just gonna post stuff about my fixes in another chat lmao this is ridiculous

Lightsynth Today at 9:58 PM
Okay.

Eventually, Vendetta06 ended up isolating himself in another chat, away from the developers and myself to try and not start shit with me instead of being an actual professional with standards and working together with us when it came to bugtesting Zone 5.

Because of this, we didn't really know what was causing the issue with ToBaBT to happen and which issues were fixed until it was found out that there were sets of invisible teleporter clientobjects that span incredibly fast, causing players to start lagging because of the teleporter COs intersecting with one another in the first place, all while moving at a rate that ran the script so much that it lagged the tower.

He also did not like the fact that we were updating or changing towers in the upcoming areas, despite the fact that I, first of all, asked the creators of the towers for permission that was granted to me on their behalf, especially in regard to making their towers feel fitting to the zones they are situated in, such as Tower of Horrifying Experiences that felt rather out of place to me.

RisenArtemis DMs
https://i.gyazo.com/6d57ee2cb160675b892bdd1553ecf4fe.png
https://i.gyazo.com/6a34c606bb3f0da7f9a0c84b1107ec79.png
https://i.gyazo.com/345b22dda70cf6dcb831e06c7d9b155b.png
https://i.gyazo.com/f9754991baae39107cf4301ca0ba6b3d.png

Mind you that what RisenArtemis talked about in that fourth screenshot, who's now a JToH Moderator, by the way, stated that Vendetta06, after Ring 9 launched, ended up blowing up in her face about her and many others who claimed it was not fair that their Remorseless towers were not even played. Imagine how she has to feel underneath that kind of person nowadays. It's scary as hell, especially from someone that is more than willing to censor or even outright silence any kind of drama and the person making an exposal document, should it get out.

Logan_ISL DMs
https://i.gyazo.com/9142c2782da89fab06f617cb13a6cdef.png

Even some of the other developers around this time started to notice me and Vendetta constantly feuding with one another over something we constantly disagreed on together, especially in regards to development and our intentions on what to do with the game as developers, which did affect my view on him as a moderator at the time and especially now as an administrator with how abusive and manipulative his wording has

become over the years in trying to sway people over to his side and to make me look like an uncompromising individual when in reality, he's the one acting like this.

Urchin DMs
https://i.gyazo.com/59dcf9dedd08676093aca84928f4e65f.png
https://i.gyazo.com/72f6ffc180b73a32c210f7ed0ebe6712.png

Should I also mention that during Zone 5 development that at one point, Vendetta06, our main bugtester around this time, who thought towers would only count as bugtested if he did them, was pretty much lying straight to us that he was bugtesting towers?

While we were all sitting in chat and waiting for him to give us progress on his bugtesting, in reality, he was instead grinding Plants VS Zombies all day on his iPad, rather than doing anything productive to help out with Zone 5's development, which pretty much froze bugtesting completely with him coming up with the excuse of him not having access to his dad's computer or his computer?

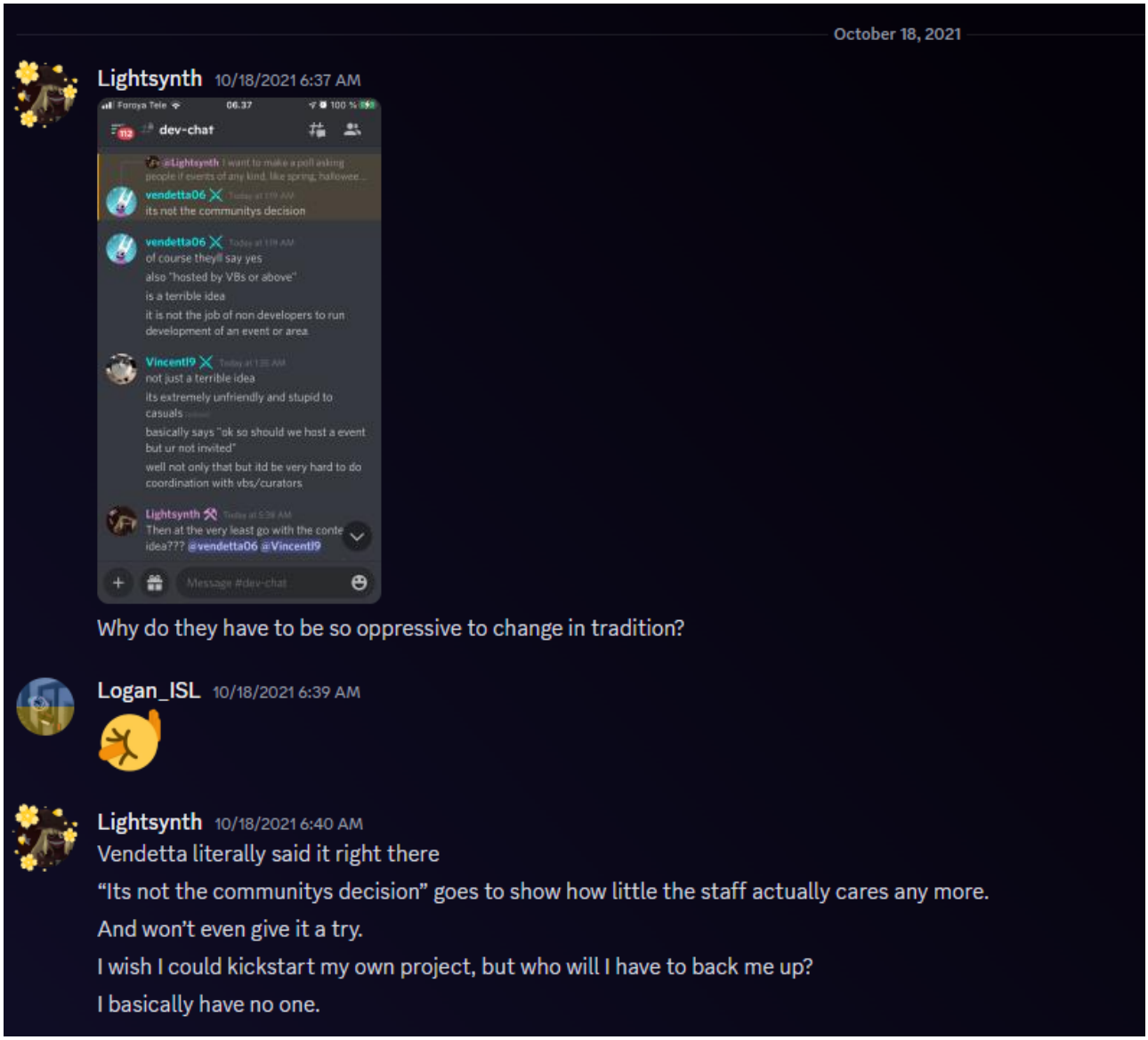
The fuck are you talking about, my guy?
Rather than suddenly make up this excuse, you could have told us well in advance that we should have picked up your slack to compensate for it, not WAIT a week or two for you to come back.

Dian DMs
https://i.gyazo.com/b344c4770d2233da3aeca718d97c14a5.png
https://i.gyazo.com/e4eae1d8f97bb1f4b14b97e4fb810d4b.png

I mean, Vendetta, if you said that bug testing a tower took at least an hour, you could have at least told us the way you bugtest certain things throughout the tower, rather than keep everything to yourself or tell us that you wouldn't have access to your computer for a week rather than lying to everyone's faces while you're wasting your time grinding Plants VS Zombies, but hey, allegedly, you've told everyone else how bugtesting should be done now, but I still don't believe you for a second until you've actually shown me definitive proof of this being the case, especially with how sloppy Zone 8's release was in terms of how many bugs you guys apparently missed when playtesting all of the towers in that area.

Finally, staff team being oppressive of community-made events again like how they were with my Midsummer Event idea, even down to contests that would have easily

contributed to event season to help the dev team out and actually not get it cancelled for this year.


October 18, 2021
Lightsynth 10/18/2021 6:37 AM
dev-chat
its not the communitys decision
of course theyll say yes
also "hosted by VBs or above"
is a terrible idea
it is not the job of non developers to run development of an event or area
not just a terrible idea
its extremely unfriendly and stupid to casuals
basically says "ok so should we host a event but ur not invited"
well not only that but itd be very hard to do coordination with vbs/curators
Then at the very least go with the conte
idea??? @vendetta06 @Vincentl9
Message #dev-chat
Why do they have to be so oppressive to change in tradition?
Logan_ISL 10/18/2021 6:39 AM
Lightsynth 10/18/2021 6:40 AM
Vendetta literally said it right there
"Its not the communitys decision" goes to show how little the staff actually cares any more.
And won't even give it a try.
I wish I could kickstart my own project, but who will I have to back me up?
I basically have no one.

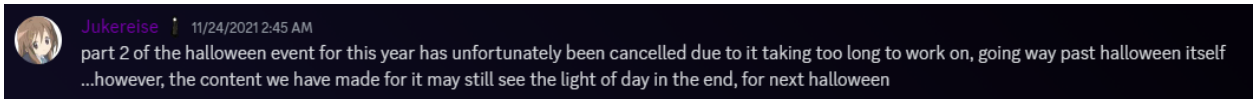
When I asked them about the contest idea, they also refused that and instead went with their decision on handpicking VBs again for the event seasons, which ended up ruining the Halloween 2021 event that was slated to be released that year, due to several reasons, alongside other poor decisions made on their behalf that resulted in it getting canceled.

Good going, how about we go into detail on that now, and I tell you guys one of the biggest blunders the JToH Team had committed throughout this game's lifespan?

Chapter X: “Halloween 2021”, “Thanksgiving 2021” & Array Drama

These pair of events were unfortunately a huge letdown for not just me, and especially for many, many others, considering there wasn’t so much an event and more or less the game getting a halloween reskin with some halloween-themed challenges or gimmicks to go alongside it.

That, and the actual events being worked on ended up getting scrapped and repurposed for next year, because of whatever happened behind the scenes that the JToH Team would not elaborate further on, with this message written by Jukereise being the only thing they got.


Jukereise 11/24/2021 2:45 AM
part 2 of the halloween event for this year has unfortunately been cancelled due to it taking too long to work on, going way past halloween itself
...however, the content we have made for it may still see the light of day in the end, for next halloween

However, there was obviously more to this than the JToH Team ended up trying to sweep under the rug and let people figure out what the hell happened through, yet again, playground rumors rather than confronting the drama itself head on.

Well, just like the Decima incident back at the start of this year, it’s about time we rip off this bandaid and let the tidal wave of floodgates open on what went wrong here.

Ready?
Here we go.

JToH V6 Kit

Throughout this time, mainly around mid-2021 before Zone 5 released, Urchin wanted to create a V6 kit for JToH that relied on the recently-added Attributes system that Roblox had added into Roblox Studio, which sounded like an ingenious plan that would have opened the door for so much creativity when it came to playing around with values, numbers and what kind of functionality you could give clientobjects, such as how buttons, balloons, conveyors, moving platforms, any client object you could think of would function and act!

Urchin wanted to basically give each clientobject an “Attributes” folder within the models, which would have given people many options for how a client object could function in their tower without the need for playing around with the numbers within the scripts of the clientobjects or their boolvalues, and this would have come with everything

included, such as controlling how fast a balloon goes upward, or goes downward, how fast moving platforms would travel and intervals between repositioning themselves, teleporters only teleporting players, pushboxes, with a simple click of a checkmark or playing around with a number, how fast a zipline moves you or how long its rope it, etc..

The only issue, though?
Values, such as Boolvalues, Color3Values and so forth, which you can place into the clientobject already exist for this very reason and made the entire gimmick of the V6 kit as a result feel more-or-less like a redundancy.

On top of the kit in general being very buggy, unstable and not actually working in the game it was intended to be implemented to, due to the way everything in JToH was scripted, despite Urchin claiming that it was playtested and approved by those who did use and test its properties, who also had scripting skills.

I don't think he ever really gave actual proof as to who tested all of this for him, which left me even more skeptical of who actually playtested the kit with him and if it was even tested within JToH to begin with, especially as this kit just didn't work proper inside JToH compared to where they actually tested all of this. But again, this was a very rushed "go ahead" decision for us all to utilize a broken kit.

Every time we would ping Urchin about these bugs showing up and causing a lot of problems within the gameplay we were working on during the event season, he would usually give us the radio silence treatment, requiring outright mass pinging him to even get his attention on how to fix the issues inside of the kit that so many of us had problems with, which even then, he didn't always respond to us about it and would explain that his brother was using the computer often, which was extremely frustrating for so many of the builders that helped participate in the event season.

Now, to be fair, he had lots of schoolwork on his plate, and had to share his computer with his brother a lot to a point where he couldn't help us with this, but still, the kit was kind of your responsibility with how it functioned, and how it screwed up the events that were to come since a majority of builders agreed on using it.

Halloween 2021

And yes, the kit being so fundamentally broken and flawed was one of the reasons for why Halloween 2021 was pushed back to Halloween 2022, but there's another reason for why it didn't come out this year: The steeples being worked on were still unfinished and infested with bugs from the V6 kit, with the halloween steeple builders lacking

motivation on getting anything done, on top of the mere fact that the Halloween lobby wasn't even finished in time for this year!

The "lobby", if you could even call it that around this time, was just a wall of rocks with a tiny bit of grass on top of it for what was originally meant to be a cliff face situated by a dark, stormy ocean, which players would have to scale up on as they progressed through the event, and throughout the event, they'd go up against mini-bosses the players would have to face until they reached the end of the event, who would have been a "minion" of the planned villain of the story for that year's event season.

Dear fucking god, just… fucking what is this?! I know I helped in building this sorry attempt at a cliff face, but no one was really around to help with it outside of PsychoticMute.

Even they didn't really know what to do, because the concept of the lobby kept shifting from one theme to another, as the devs and staff were unsure of what the lobby was supposed to be that year, thanks to Juke's lack of a solid grasp on ideas on what to do with this event's lobby and never actually getting around to confirming an idea that we'd use!

On top of one of the steeple builders for the event, Ganaupinha getting banned because he allegedly sent some gore pics on the server that the JToH Staff Team wouldn't show us?

Where's the damn proof for this!? It just ended up severely kneecapping the development of the event even further than it already did, coupled with just lack of manpower and motivation to even work on this, particularly due to some drama regarding DispensableArray and Paramocks.

We'll get to this very soon, trust me.

Thanksgiving 2021

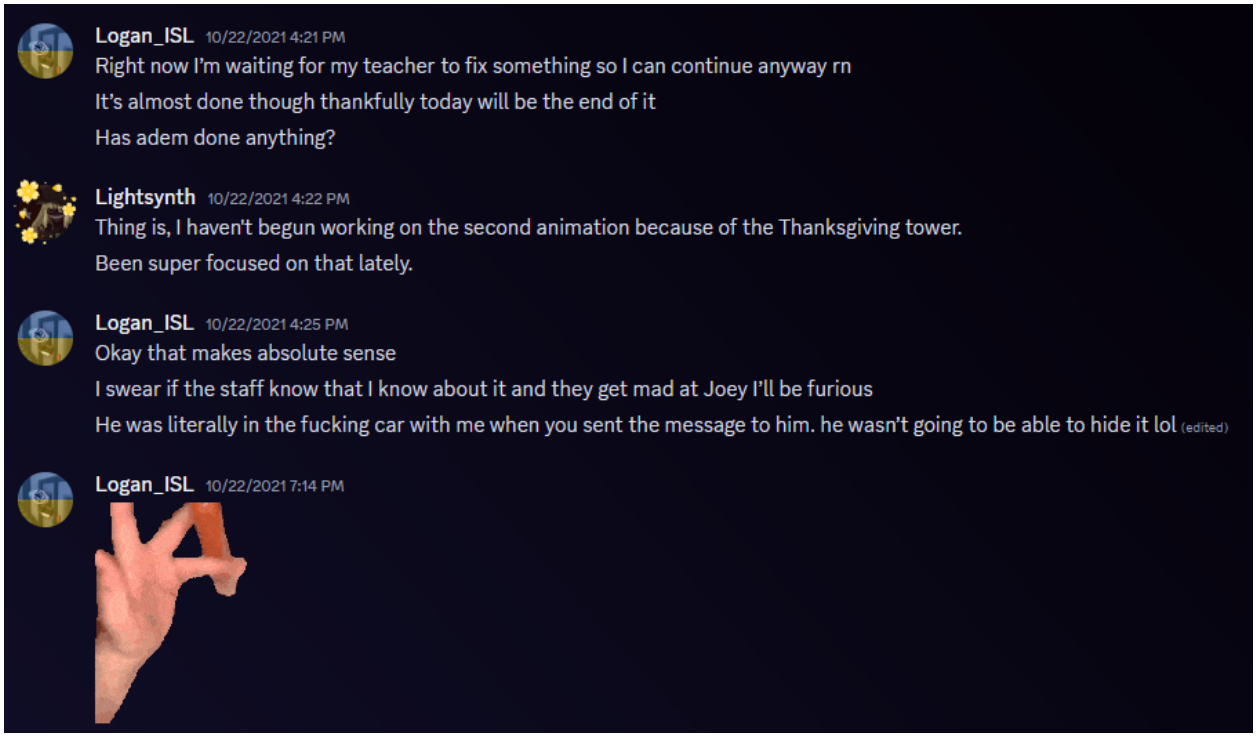
Also during this time, I brought back most of everyone who helped with Thanksgiving 2019 to help out with getting out a sequel to Tower of Autumn Harvest around this time, with approval from the staff team this time around and a difficulty from Jukereise to work with, which also utilized the unstable and incredibly buggy V6 kit which, over time, started to malfunction a lot of the obstacles that were included throughout several of the floors of the tower that were finished.

This eventually killed my entire motivation to work on the tower when I couldn't even get the boss and several floors of the tower to function properly without so many issues related to the kit popping up and overcomplicating things, on top of the tower itself feeling so much longer, far more tedious and more gimmicky and unenjoyable than its prequel from 2019, all because of us working with a buggy and fundamentally broken kit and having conflicting ideas, coupled with conflicting modern standards that just clashed too much with one another in contrast to what it was like back in 2019 when things were much simpler.

It was, to put it simply, a fucking nightmare for everyone, but especially for me.
It just ended up with me disappointing everyone included in the project, especially Driekondo when I eventually pulled the plug on the entire thing in 2022 when he and everyone else thought we would pick up on this again, all because of how buggy the tower was despite trying to port over the V5.4 kit, which didn't even work.

<u>What a damn shame, and I'm still sorry about it to this day to everyone for this failure.</u>

That's also not to mention I had to keep stuff away from the JToH Team during this tower's development, such as accidentally asking Joey, one of the developers of the Thanksgiving Tower to help out with the sequel, who sat directly next to Logan_ISL around this time, as both of them were on a trip together and were in the same car sitting next to each other.


Logan_ISL 10/22/2021 4:21 PM
Right now I'm waiting for my teacher to fix something so I can continue anyway rn
It's almost done though thankfully today will be the end of it
Has adem done anything?
Lightsynth 10/22/2021 4:22 PM
Thing is, I haven't begun working on the second animation because of the Thanksgiving tower.
Been super focused on that lately.
Logan_ISL 10/22/2021 4:25 PM
Okay that makes absolute sense
I swear if the staff know that I know about it and they get mad at Joey I'll be furious
He was literally in the fucking car with me when you sent the message to him. he wasn't going to be able to hide it lol (edited)
Logan_ISL 10/22/2021 7:14 PM

There was also the idea I had with making any Halloween or Christmas events from this year onward contests for people to make their steeples and towers for and see what it would be like and if it'd be better than the current system, basically challenging the current system that the JToH Team used for events and still uses to this day, which is flawed on so many levels, because if one steeple isn't finished in time, you end up with a half-assed event.

However, this was not liked by the staff team one bit, despite the fact that it would have helped so much with the issue if a steeple builder gets too demotivated and scraps the thing they've made for the event or someone else needs to pick up their slack to compensate, they would have way more entries from a halloween/christmas contest to pick from for an event. rather than hope that the builder they hired for the event finishes their steeple in time before the deadline.

Clloy DMs

https://i.gyazo.com/1c78d07458afa36cc1702731ec984e2b.png
https://i.gyazo.com/ea9448f7d533e57ddc13de12da510514.png

Conversation between me and Clloy ended up derailing into Nate around this time being a jerk to everyone around him, until I rerailed it back to what we were talking about.

Clloy DMs (Continued)
https://i.gyazo.com/b022c0cc0202c584c489ad4b649fd012.png
https://i.gyazo.com/f407a24b4f94da938bdf79c00cc38115.png

Here, I reveal to Clloy about my disorder, known as Seasonal Affective Disorder, which is where my winter season and summer season issues come from.

I get better during the summer, if not a bit too overly excited, but during the winters, I get miserable, become lethargic and feel like shit, especially when I'm feeling lonely and isolated from everyone else around me. Clloy, again, is right here

Drama regarding DispensableArray & "Transphobia" Comments

And yes, I suppose it's time to start talking about what happened with Array, since she also had wanted to help out with the Halloween event and Thanksgiving tower that year that was planned to be released during 2021.

I'm not sure if you're all aware of what happened around the time while both Halloween and Thanksgiving events were being worked on, since we were having a hard time getting motivated. Why is that?

Well, it's mainly because our main event hoster and the developer that actually put the most effort, love and work into them, DispensableArray, was basically demoted from her Helper role during some time in June when Paramocks, who was still in the server at the time, revealed to everyone an image provided by Moffled, apparently with some help from ObrenTune showcased an image that Array, in some unspecified subserver that they wouldn't provide clarity to, sent an out of context transphobic comment!

WOW, WHAT A SHOCK!

And yes, the JToH Community had to take this way out of proportion, over what was pretty much just a message or two that Array sent over 2 years ago that had zero context to it, because people nowadays are extremely woke and sensitive to

everything around them and have to be politically correct about everything nowadays compared to actually dealing with issues properly nowadays.

Instead, they would rather mald and cry about some irrelevant fucking transphobic message that you have no context explained for!

(*And before you comment, at least I have some form of context for most of the images provided, as I am telling you all what happened from experience.***)**
Grow. The. Fuck. Up.

And instead of allowing Array to defend herself and explain the context behind the image, or have the JToH Team confront her about this, the staff team kinda just… fucking demoted and exiled her then and there from the community on the spot for something so trivial, compared to far worse shit that other "banned" people have done on the server, like what CBE_Simon did, with no one on the staff team to stop the harassment against her, some even going out of their way to witch hunt and encourage them to go after Array!

Jukereise, as many of you may know, is a transsexual woman, but still, she didn't have much of an issue with this incident and was more than willing to forgive her and let her come back while the JToH Team, at best, had a hard time forgiving her for this, and at worst, didn't want her back on board the team, at all.

Need proof? Here's my conversation with Dian on the day it happened, as he, Blocker and I started to work together to try and get Array back on the team without the JToH Team knowing about any of this.

Dian DMs
https://i.gyazo.com/f0d56b8cf5120da913db120e5cf237db.png
https://i.gyazo.com/7cf902189af3af2cb555df106ced8772.png
https://i.gyazo.com/24914305dece9a2b2224ef70bfe34239.png
https://i.gyazo.com/40daafe92d8d49d02c1c8ee1ab14f437.png

Vincentl9, while Array was a developer, has never really liked Array all that much compared to most of the other developers.

Vincent, according to him, is mainly someone that tends to be "neutral" towards everyone on the JToH Team, even though this is complete bogus, as he's in the past had grudges against other people that he's worked with, such as myself, Clloy, Ludovinci and Array, as shown here.

So him throwing Array out is doing no one else but himself a service, even though, as shown here, it's already hurting the game and plans to get the ball rolling for the event season have already started to fail at happening compared to when she was around to help out with events.

(**Screenshot I took of Array's DMs and sent to Dian**)
https://media.discordapp.net/attachments/640597861289164811/874458924034707466/unknown.png?width=1202&height=676
(**Continuing Dian's DMs**)
https://i.gyazo.com/8f9fc7cf758e767edf9696f98c6a1c38.png
https://i.gyazo.com/f0db68d46fffc95a3703fe92a5a09064.png

Dian words it perfectly here, as my assumptions on initially on the JToH Team not wanting enough help from the community during event season and utilizing the bare minimum on it was made abundantly clear here, especially with not wanting to host contests and rely on a very inconsistent and dicey method that doesn't always work out at the end of the day, as you'll come to learn as to what the end result for Halloween 2021 was like.

(**Screenshot of the Halloween 2021 dev channel)**
https://media.discordapp.net/attachments/640597861289164811/874460832027795516/unknown.png?width=1202&height=676

Funny how Juke wanted to merge all of the steeples together into a citadel, which, good fucking luck on that ever happening when only one steeple is pretty much halfway finished, while everything else is still in their early stages and use a fundamentally broken kit for their builders to work off.

Also, Vendetta06 laughing about my demotion yet again, really shows you who the person behind that monitor really is behind his "understanding" and "empathetic" side as he wants you to believe.

(Continuing Dian's DMs)
https://i.gyazo.com/cce5f85a93888b19dee417d0e993de65.png
https://i.gyazo.com/e53dd26b46ec1ceeee8605ebede4254d.png
(I hope you're more than willing to forgive me for leaking this, Dian, but it's time I

actually spoke up about this kind of shit that's going on behind the scenes, and something needs to be done about it. This has gone on for far too long.**)**
https://i.gyazo.com/1109d651dab9f00bc520bde7fe1d65b9.png
(Skipped ahead in the next image as the information prior to these messages were irrelevant to Array being demoted.)
https://i.gyazo.com/d78a4a40edf7b9e5305506c65f67699c.png
https://i.gyazo.com/fc3c2a2320d8f856bf8eb2d89a563229.png

Blocker DMs
https://i.gyazo.com/c07ac6efa2eb7d1016d90b211964045c.png
https://i.gyazo.com/9dbba96b8fc5dbda786b73f2fb57fb3a.png
https://i.gyazo.com/12d39a4e081756530a639c9195414dfe.png
Even BLOCKER here knows that the screenshot Darkdust showed everyone was fake and absolute bullshit.

ALSO, Vincent during this time was being very questionable as an admin/moderator, especially since he basically prevented Array from getting the ball rolling on both the Halloween and Thanksgiving Events that year and got her booted out of both TCs where these events were being worked on, which basically killed all of the production and motivation on both events that year, on top of the Halloween lobby that year never standing a chance of getting finished outside of getting out of its conceptual stage, since Array never could get everyone's motivation to get anything going!

Urchin DMs
https://i.gyazo.com/0c527f48d493f2d84c89ca2745e8972b.png
https://i.gyazo.com/54728f69ec7fcefb4856a6026fd26174.png
https://i.gyazo.com/dc02a7f81396846db8dfd4db92590eb8.png

Anonymous DMs *(Person doesn't want their name revealed)*
https://imgur.com/a/tgyuy4F

Yet another person in the JToH Team claiming Vincent has a grudge on Array, despite the fact Vincent tries to be as "neutral" as possible from my experience and failing at it, as shown here.

By that time, the stage was already set for both events getting canceled from several reasons, mainly from lack of motivation in general, lack of direction from Jukereise, no motivation or help on Array's part as she was the person that motivates everyone to get

to work on the events, a fundamentally broken kit that didn't translate well to the actual game itself, because the event itself was worked on outside of the actual JToH place.

And Array being removed outright, despite her being the main event season hoster? That was simply the nail in the coffin for this year's event season, which led to its overall failure and ultimate cancellation, and forcing us to resort to modifier challenges for Halloween this year.

Despite me and her having had some differences during my time spent as developer with her, and her being kind of snarky and making a few comments at my expense after CoTaW's review, she was the one actually motivating the developers and builders during these event seasons, especially throughout Halloween and Christmas 2020 where we actually needed her the most!

If it wasn't for her, we wouldn't be getting those two events those years and just leave the community starving with almost no content for over half a year!

She was pretty much what held all of the production and development on the events together, and because the staff team immediately just assumed she said something insensitive from one image that was provided out of context by an old KToH era player that held some contempt against her, with assistance from ObrenTune, who previously showed bitterness towards Array, woop! Off she bloody goes, and that ends up resulting in that year's Halloween event being scrapped and repurposed for next year!

I'll let DispensableArray do the talking through these screenshots so you can get a better understanding from them as to how it felt watching this go down from her perspective.

Array DMs
https://i.gyazo.com/e12cef3c661866d9e576a4593f63e208.png (1)
https://gyazo.com/04a7b76322a183738f61c52629e38861 (2)
https://i.gyazo.com/242334269714fb0d0e665b5c6e34576c.png (3)
https://i.gyazo.com/55c96f714528d6c17cd33dbdcee5b21e.png (4)
https://i.gyazo.com/9fa4b217d414a06a6d688c8297d119d5.png (5)
https://i.gyazo.com/0abb55ccc310703d18493eeb5a3382b3.png (6)
https://i.gyazo.com/d0bb808e545ea0991a68b6fc339ea15e.png (7)
https://i.gyazo.com/96fac5e2ba8c06047860844b26f5ea6a.png (8)
https://i.gyazo.com/c65c5b48c79242bab47986aac5903c74.png (9)
https://i.gyazo.com/737590025b64acca87a27a4eb9eebad5.png (10)
https://i.gyazo.com/64877f044f95994ab3040cdf19ae8084.png (11)

https://i.gyazo.com/cd93a2014d14f56999b4135b1a1fbdf7.png (12)
https://i.gyazo.com/0e5492563f172b421941ce21531cb4e3.png (13)
https://i.gyazo.com/ad9e210e1c4f6a2c8c392d5340773cdf.png (14)
https://i.gyazo.com/7ee747e3c9ccc4c4430fbe834027ecb6.png (15)

Also, around this time, Array, like myself towards the last few months as developer, was getting increasingly lonely and isolated from the JToH Team as a whole, thanks to them not interacting with her and even outright neglecting/ghosting her DMs, especially with the staff team apparently continuing to ignore them despite being fully aware of what was going on in their DMs with her, especially her problems with Vincent which were getting very apparent, as I still recall VincentI9 forcing me through Urchin to get Array removed from the Thanksgiving 2021 tower that was planned that year.

I'm not sure if that's still the case with her nowadays, but if it is, I pray and hope for the best for you, especially after this exposal document has gotten out for everyone to see how the JToH Team, especially VincentI9 had mistreated you for years despite his claim at being neutral, and held a petty grudge against you that ruined the event season of 2021.

https://i.gyazo.com/1baf3ed9b6a0340a885bb4ba365a11ab.png
Conversation with her ended up going to a game she wanted to work on, but I have yet to see it come to fruition instead of her being repromoted back to Developer, alongside discussing other things unrelated to JToH.

I was pretty much trying to keep her company at this time despite the negligent treatment that she, like so many other ex-members of the JToH Team that helped work on the game, ended up receiving from the Dev and Staff members of the team around this time.

(Array DMs Continued)
https://i.gyazo.com/ec2a202f9fa82874d94c53c9a74643b3.png
https://i.gyazo.com/02b50ad9c7022ee040918d08001ad895.png

And then, I got an absolute nuclear bomb of a reveleation from Array on what the staff team had told her prior to her getting demoted.
https://i.gyazo.com/5e12e5d4dbfe16770371a37569696cf5.png

Every time I went on break or got demoted, whether willingly or not, the staff team behind closed doors in their staff member-exclusive chat had wanted to take an opportunity or make up an excuse to get me demoted outright from the team, and

would have done so at a whim because… I don't know, they have yet to give me an actual reason, probably "trust issues", especially now?

Definitely from my unstable attitude because of my winter season issues and me not showing enough trustworthiness, but then, really…

…what really counts as being trustworthy in their eyes? Being blindly obedient and doing what they say without questioning their decisions, ignoring all of the shit they throw at you and chalk it up as banter or a joke when it has actually felt malicious and outright bullying, or end up getting threatened with a demotion or punishment that's constantly looming over your head for slipping out one thing that Vendetta06 and the other JToH Staff don't want out, despite the fact communication and updates in regards to the game's development is very, very important?

Now you all know why I don't trust the staff team any more compared to how I used to back in 2019 and 2020, especially in this kind of work environment that the administrators and Gamma want nowadays, rather than what Jukereise herself wants.

They, ever since Ring 9, or even earlier in the game's lifespan, have wanted me out of the JToH Team so badly. And I've, throughout my time, never really gotten a concrete enough reason as to why, yet.

The only thing that prevented them from being able to pull this off for so long until now is that every time they attempted this, the game's development began to fall apart at the seams, even with Urchin and PsychoticMute's help, because no one really took actual initiative or charge for upcoming areas, or motivated developers to work on them when I wasn't around.

And finally, to put the final nail in the coffin as to why Halloween 2021 never came out? Jukereise, with only a week and a half left to work on a boss for the event, wanted to make one despite any possibility of that being thrown right out of the window because of time constraints. ***UGH.***

At that point, I was extremely pissed off about Jukereise making this kind of suggestion with such an extremely tight deadline, and I basically just up and left the JToH Discord server for the fourth time now, as such a decision like this would have led to overworked developers, especially as she, alongside the dev team, had already dug their damn graves at that point with this catastrophic failure of on the JToH Team's behalf, and I just

couldn't stand being part of the problem any longer when they were not willing to accept actual help from the community.

Array DMs
https://i.gyazo.com/335f6c8a0811e7924a357e88d659ff73.png
https://i.gyazo.com/36af3b14ffba929f21f6620bd936b96d.png

Urchin DMs
https://i.gyazo.com/fd09a593e9dd0e35b38eb44d8b7511ae.png
https://i.gyazo.com/38fbbe92cf6a7cf742bd83130ac8433a.png
https://i.gyazo.com/ca10e4fbc96f630f9e036da4146719c3.png

The idea of mine to get the community to host community contests for events was an idea akin to what was initially planned for Paradise Atoll being a full community-made event for the game, and like any attempt at trying to get the JToH Staff and Dev teams to try and give the community a chance and see how it'll go for event season-related developments, and proving Dian was right about the JToH Team not wanting help, the JToH Team basically denied wanting this to happen at all, which basically confirmed my suspicions that they want to run events how they see fit, and will absolutely not accept outside help outside of a select few people to help build the steeples for the events, and maybe even help with the lobby if they feel up for it.

At that point, though, it's just extra free labor with no real monetary gain.

There are many, many more examples and proof through my DMs with Array, Urchin and even many of the staff and devs I talked with of how bad the dev and staff teams were around this time period, but this has already gone on long enough as is with what I've had to show and talk about how my experience during this time period was like.

The dev and staff teams were still filled with mistrust towards one another, constant back-and-forth arguments between me and Vendetta06 were occurring, where he claimed I keep starting the argument/fight and not the other way around, he was just generally two-faced around this time and still is, on top of being a manipulative scumbag towards me nowadays that's, ironically enough, betrayed my trust in him despite what he's claimed otherwise.

We did attempt to hold a meeting in regards to all of this, but this meeting went almost nowhere and ended up being a disorganized, meme-filled mess between everyone, and I just ended up leaving again after leaving an ultimatum for Jukereise and the JToH Team to decide upon.

Vendetta06 DMs
https://i.gyazo.com/d4377c9436fd1bb3239c0e45a6c0bffe.png
https://i.gyazo.com/5a8c40d5b882b35b05cbc10128f59392.png
https://i.gyazo.com/496c8585bf56b7f23399718745f0e2b8.png
https://i.gyazo.com/acdb92acdb2ff6abf8b6ef3c32f41e4a.png
https://i.gyazo.com/f371e02cd5918bda698a12aa17eb7447.png
https://i.gyazo.com/54d41e752a33b70a793d18840d996424.png
Most of these plans in regards to event season, such as hosting community contests for them have not happened, whatsoever, and they have already failed countless times in the past to actually learn from their mistakes in order to make event season as stressful as it is.

It's no wonder as to why I left the JToH Discord for a while, especially with how fed up I was with not even being able to know what was going on behind the scenes in the staff-exclusive channels. Even if Vendetta06 here was trying to be understanding of the situation, doesn't excuse the fact that he's a two-faced fucker that has lied and manipulated countless times already in the past, especially with our constant fighting and arguing with each other that was not at all helping matters.

Anyways, as for Array, I will just leave this last DM conversation between me and Array here so that you all will finally know the context of why she sent her messages initially, and why she got banned for "transphobic comments".

Array DMs regarding her demotion.
https://i.gyazo.com/981e3b4c27358a46244241496e7c4f30.png (1)
https://i.gyazo.com/73f4c54f0f79c605aa923263c5cfb23e.png (2)
https://i.gyazo.com/d786def990a90474922bbbef60c57b29.png (3)
https://i.gyazo.com/cfeda4aa99b8d302afdaeecd38bcf30f.png (4)
https://i.gyazo.com/1bea78fc46dcf1b41f004e63178d3c77.png (5)
https://i.gyazo.com/622f9138c6301ce1e293d9a2056df55a.png (6)
https://i.gyazo.com/b1085f6996cb5945d2a92e2a59bdb8a1.png (7)
https://i.gyazo.com/9f597294aca26156300f80a033ff7ed7.png (8)
https://i.gyazo.com/f5cfd9669833f71f85ce4c4c08afd3a5.png (9)

(From this point, we both start to talk about our drama between one another regarding CoHP's development. We have forgiven each other since CoHP, but we both haven't forgotten it.)

Finally, this is the image she sent me, which apparently was the reason for why she got demoted.
https://i.gyazo.com/a193609ef0f84b4347217d809276a44e.png

Let's break this image down in detail that she sent me, because there's so much wrong with this, especially since Blocker also knew that the screenshot Array got was forged from the very beginning.

First off: Array, from my experience with her, has never talked so offensively, even in her worst days outside of misgendering Juke, which isn't the worst thing in the world that can happen to a transsexual person and could be chalked up as accidental. Sure, she is prickly and makes some jabs and comments about the JToH Team here and there, but not so prickly that what she says can constitute as offensive.

Second off: This is so blatantly forged. She never usually talks about a serious topic without capitalizing the first letter, and wouldn't hold so much contempt and hatred for JToH in the first place, alongside making such comments about transsexual people so distastefully in the first place, especially towards Juke. She says Juke is lazy and incredibly lucky at worst, and that's about it, never does she outright target Juke's sexuality and ethnicity with malicious intent.

Thirdly: There was never a serious yellow color within the JToH Discord outside of Artist and even then, the hue of the yellow-colored role "Array" in the screenshot in whatever subserver she was in isn't from the JToH Discord.

And finally: Just the fact that this comes from Darkdust of all people.
Both Darkdust and Array have had beef with one another in the past, and Darkdust is a very unstable person overall that takes offense from pretty much everything that gets commented about her sexuality, just like how you can't say anything remotely that slightly challenges these people's views on their sexuality or anything LGBT-related, or you're going to be called a homophobe/transphobe and have a smear campaign be put on you that will get you canceled because these people follow such a destructive political ideology.
That's just how woke ideology nowadays work, and it's an ideology in general that's very destructive.

I do believe Array was the victim of this whole situation regarding Paramocks, especially as Para has also had beef with Array in the past and had wanted her gone from the community, especially ObrenTune having had particular beef with her in the past in regards to trying to boycott JToH when he got Moderator back during Zone 3's development.

Juke and Paramocks are friends, too, so it was very easy for Para to be in a position to get her exiled with just a few out of context images, especially as shown previously with Decima, the JToH Staff Team would not be willing to give any actual clarification on the incident, so why would they do it for this? It's better to just let people figure it out for themselves and let playground rumors spread rather than confront the drama head on, especially for the JToH brand.
The JToH Team simply does not want any that could potentially get the game canceled.

Just like the Decima incident at the start of this year, alongside the Halloween and Thanksgiving Events, this incident would be swept under the rug for people to speculate and find out for themselves as to whatever the hell happened instead of giving a public statement that gives closure to it, which you all now know what truly happened thanks to this document finally shedding light on this matter.

Array DMs (Continued)
https://i.gyazo.com/f8b7376588ed2f4b1fbdf478551f0c16.png
(Here, the only people that wanted to get Paramocks banned from the server was Jukereise, despite a whole lot of trouble and drama he has kickstarted over the years such as his attempt at replacing ToAST that failed for understandable reasons, him having multiple meltdowns whenever he doesn't get what he wants and being overall a very sensitive person when it comes to dealing with criticism.**)**
https://i.gyazo.com/824529b9c5c53998802913f577b4a464.png
(Funny how Stalled had sexted a 13 year old in the past, and this was all kept under wraps. Unless if Array herself is willing to come forward with proof of this, this isn't something that Stalled should be canceled over, but if there is, then oh fucking boy…**)**
https://i.gyazo.com/f43352e4a11e7e85cb03635ad15706c9.png

Frankly, this whole event season up to this point was a massive blunder on the JToH Team's behalf.

From accepting a broken kit that wouldn't even work properly in JToH itself, to how utterly unorganized the whole event season was, to how oppressive the JToH Team is against me or anyone else for that matter trying to get the JToH Community to help out more with the event, such as the simple concept of the community building a lobby for

the event season being such a foreign concept to them, or even hosting a content for the damn steeples themselves, and especially with how unfair and badly DispensableArray herself was treated by not just the JToH Team, but by the whole community who didn't even know how to handle such a situation properly, let alone know what the hell was actually going on behind closed doors that the JToH Team would not clarify.

This whole fiasco, in my opinion, was one of the worst shitshows I've ever witnessed during my time spent as a developer and it even caused me to leave the JToH Discord itself as the Garden of Eeshøl contest was going to start later that year in November.

That's just how fucking bad the event season of 2021 was, and I will not waste any more seconds on this.
We've talked enough about it, and it's time we move the fuck on to the final event of the season.

Chapter XI: Christmas 2021/Winter 2022

Christmas 2021

Thankfully, Christmas that year was pretty solidly handled in stark contrast to Halloween and Thanksgiving.

It was really the first ever event where members that weren't really known at the time were picked to work on an event that did not have the verified builder role, and I helped with giving feedback on the citadel itself that was made to help improve it and get it ready for the event properly.

I did fail it initially, but after all the feedback was implemented and the citadel was ready to be added ingame, it was received pretty positively overall, and I really enjoyed playing through it myself, even without noclip!

Now, fair enough, this wasn't anything extravagant or ambitious, compared to the previous Christmas events, but frankly, it was just a nice little event for people to play through and enjoy casually!

Only one issue with its development, though.
For each floor of the citadel that was built, the creator of the floor got around 10k-20k Robux each. It sounds like such a steal, but that's also exactly the issue.

Basically, these people were paid MUCH more than the amount of Robux the halloween builders and especially the builders of the thanksgiving event got for just… making one floor of the citadel? ***What the actual fuck?***

This was such a slap in the face for me, considering just how hard everyone during Halloween and Thanksgiving 2021 worked our asses off for the events this year that inevitably canceled because of factors outside their control and the JToH Team's poor management and mistreatment of DispensableArray, and to just have some random people that were selected for the Christmas Event this year get 10k-20k robux each for getting a floor of theirs for a citadel finished is incredibly unfair, with very justifiable reasons for me feeling this way.

It wasn't just me who felt this way, too.

Dian DMs
https://i.gyazo.com/5e81c22460dfa1c72f04a467ca006ef6.png
Outside of that issue, this event was simple and easy for us to work with, with us even promoting some of the new developers that were going to work with us for the following year from the developer applications, which were:

- ***ARXIAS***
- ***Darkhalisc***
- ***Temmeh8274***
- ***Tazk***
- ***and even DispensableArray finally being given her developer role back***, although reluctantly so on behalf of the staff team and keeping her on a tight leash after what had happened back in June this year.

The lobby that Citadel of Festive Struggles was placed in was also their first piece of work for the game, and it's overall very, very nice-looking and thematically fitting of the event, as a whole that earned them my trust in them getting their roles, if not already from how beautiful their builds were that they showcased within their developer applications.

There was also TheBirbsWord and a few other people that have helped with several fangames that were considered, but just barely didn't make it into the final lineup.

Citadel of Heights and Depths

There was also some nice side-content for people to do through monthlies, especially with the bonus content that people got with some new toys for them to play with in the older areas of the game!

Mainly because this was also around the time Citadel of Heights and Depths in Ring 3 was finally being given its finishing touches and was eventually released after a thorough balancing, bug testing and playtesting session together on it while everyone else we hired for the christmas citadel were working on that project.

Let me just say that CoHaD was a citadel that started development since Zone 3's development, originally as a tower that was scheduled to be released for that zone but was replaced when Jukereise wasn't finished with the tower in time. There were a few playtesting sessions that Juke hosted for us to play through the citadel and give feedback, with me not really liking the citadel all that much, especially the basement areas prior to the Ciel Maze being removed, which basically dragged the citadel's pacing down so much, on top of it being a button hunt in a revolving, spinning maze.

Even once the citadel was initially finished after a long period of waiting, I still didn't really like the citadel and gave a huge amount of feedback to help fix it up.

Now, even after the feedback was implemented, it still has a few issues here and there, despite how iconic it is nowadays because of its gameplay and its creativity, such as routing issues, a few balancing issues and lack of indication for several areas.

Plus, losing your progress meant potentially having to restart the whole citadel over again, which gets extremely frustrating in case you happen to die late into the citadel, or losing connection and being disconnected, which can feel particularly unfair if it happens.

Tower of Icy Blizzards

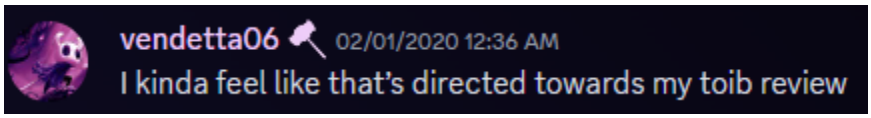
Also, during this time, Tower of Glitching and Healing, previously known for being the secondary Insane tower in Ring 5, was made impossible by a cornerclip patch that Roblox had rolled out, which forced us to implement a new method of "corner flipping", which initially seemed like it nerfed ToGaH down to its original difficulty of Intense as it had a more consistent mechanic of "glitching", before it was bumped back up to Bottom Remorseless after complaints from the community, as corner flipping meant having to adapt to a new mechanic that is brand new to the game, and still, there were all the GBJs to worry yourself with later on in the tower.

This patch from Roblox had us pick a new "low Insane" to replace the secondary SC slot, which was eventually decided to be Tower of Icy Blizzards.

Let's just say that Tower of Icy Blizzards is never going to be Low Insane, unless if it gets a hefty amount of nerfs. Also, it was massively underrated in terms of difficulty when this was first added into the game.

This was mainly to blame because Vendetta06, who had reviewed it prior in a review he conducted on it some time before Zone 4's development, rated it as Low Insane from most likely a noclipped run of the tower, considering him and the curators' method of reviewing submissions, though, with Insane, I can be more forgiving of this.

Need proof that it was Vendetta06 who reviewed it?
Here you go. ToIB was also submitted and reviewed before Zone 4's release.



Anyways, the unnerfed version, compared to the version you all have nowadays, is definitely somewhere around the lower end of Extreme, thanks to some of the tower's second half throwing jumps, mechanics and obstacles, both in purism and clientobjects that felt extremely punishing on top of having some unindicated gameplay, especially in regards to clientobjects, it was very learny and too difficult for a tower claimed to be around Insane difficulty, on top of the entirety of Floor 10 as a whole killing runs outright if you failed anywhere on its first and second outside sections.

There were also Floors 4 and 9, which were **INFAMOUS** for their monstrous spikes in difficulty in general, which definitely added to the reason people thought this was around Bottom-Low Extreme difficulty at the time this tower released.

Eventually, it was bumped down to Peak Insane after a few nerfs that were added in place by me, alongside suggestions made by Clloy, with permission given by Dian and Array on what Clloy and I were able to nerf and not, some of the proposed nerfs which were declined would have been extremely beneficial to this tower and had made the tower much more fun to sightread if there was generally better indication, such as making the cracks on the falling ice platforms throughout the tower much clearer and telling players about it at the start of the floor.

Now, eventually, this was bumped down to High Insane after Array herself made some nerfs to the tower, which I ended up beating and still thinking this was around like High-Peak Insane nowadays, considering the crushingly high punishment on the final floor and the later floors' tremendous spike in difficulty, even on some parts of Floor 10, which is meant to be easier than Floor 9.

Tower of Icy Adventures

Finally, to cap off the bonus content added to the game during Winter 2022, there was also Tower of Icy Adventures finally releasing after it being long, LONG overdue for a release in Arcane Area.

Remember that tower back when I talked about it near the start of my development history in 2019? Well, let's talk about it now.

This version of the first place winner of the Arcane Area contest initially was a High/Peak Intense, before it was made into a Baseline Remorseless and got ingame after Hypersleep gave it to the JToH Team directly without the requirement for a review, which finally "completed" the subrealm in question after it went through a bit of balancing, bugtesting and especially proofreading and fixing the errors found within the story the tower was trying to convey through the character dialog boxes, which no one else but me wanted to do.

Now, fair enough, we were ABSOLUTELY slacking on this tower and waiting a bit too long on getting around to bugtesting it, and were planning on giving players who beat ToIA an upgraded/enhanced version of the Crystal for completing the whole subrealm alongside a winroom of the tower, both of which never got into the game, and I apologize on behalf of the JToH Team myself towards Hypersleep for letting this happen in the first place and promising something I wasn't able to deliver on due to the JToH Team finding this a waste of their time to include.

Now, the reception the tower got is still nothing short of a miracle, considering it's still liked a lot for a tower with funny anthropomorphic animals and a depressed human seeking to disappear from their society, especially for what was basically an Arcane Area submission that got revamped 4 or so times, only for it to be liked by the community once its revamp finally managed to complete the subrealm itself in its entirety.

Talk about a nice way to finally wrap up the Arcane Area subrealm, even if it took up until some time early in 2022 to get this done, alongside the rest of the bonus content for that year's christmas and winter.

2022 - Final Year of JToH Development

(Garden of Eeshøl, Audio Recovery, Pit of Misery, Zones 6 & 7, Tower of Trigonal Descent, Tower of Purified Illusions: Revamp, Halloween 2022/"Christmas 2022", Lost River, Permanent Demotion)

Chapter I: Garden of Eeshøl

And now we come to the final year of anything significant I've contributed to this game's history as a JToH Developer. So, how was it?

Well, starting off this year was horrible, to say the least.
Around November 2021, I started to work on a contest submission for the Garden of Eeshøl subrealm as a way of coming back to the tower building scene. I was frankly getting kind of tired of only sticking to only building lobbies and working on fixing bugs for the game, and I had prior attempted to work on the original version of Tower of Trigonal Descent before this, which wasn't received that well compared to the current version now in the whitelist.

This tower I worked on for the Garden of Eeshøl contest was known as ***Tower of Springyard Cascade*** and was made with the intention of being a themed tower that would have had some classic/early JToH-era style of gameplay, since the subrealm in question was going to be located in Ring 2 and I thought that making it easy to understand and play through, coupled with it having similar gameplay akin to Tower of Deep Darkness to some capacity would have given it a much higher chance of getting accepted into the subrealm it was made for, or at least make it to the Top 32, as that is what the developers were looking for in most of the towers for this subrealm, especially in terms of keeping the entries beginner-friendly.

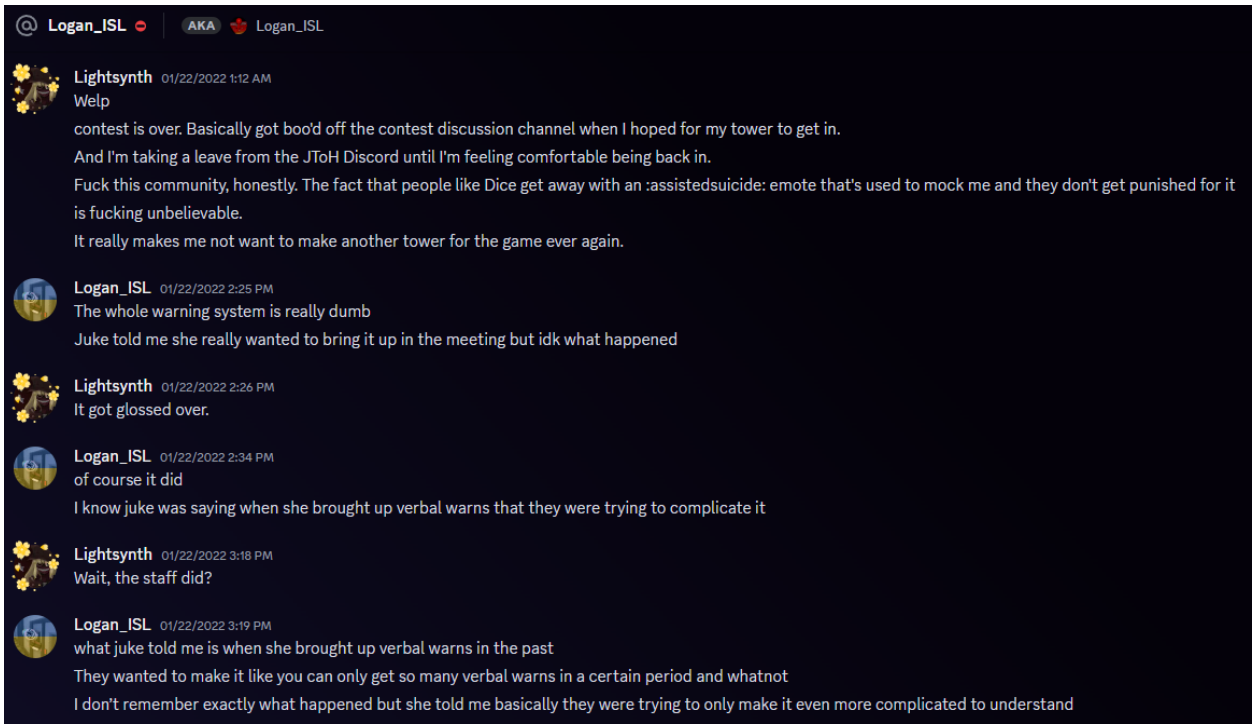
There was drama surrounding this tower at the time when I and Nate really didn't like each other, and that I was trying my absolute hardest to get this down to around Challenging difficulty, when in reality, the tower was never really going to achieve that difficulty and instead remain as Intense, according to the few skeptics that it had.

And with having received nothing but positive comments and people liking it, with feedback and suggestions from them that I implemented to the best of my abilities, I sat and hoped for my tower to make it to the subrealm as the contest results began to roll in, with my excitement growing ever more apparent and obvious as I thought it somehow managed to get to the Top 12.

Then, my disappointment and demotivation set in as the results showed that my tower didn't even manage to get to the Top 32.

And after that, said disappointment turned into distaste as people like Dice started to make fun of me, alongside many of my skeptics for simply getting hyped up about the results for a tower I spent months working on and pouring my heart into, which, mind you, I tried to make with gameplay akin to Ring 4 or 5 era gameplay.

Proof of this happening can now only be found or proven through word of mouth, as the channel not long after the contest would be archived, and possibly deleted by the JTOH Team, or be repurposed to something else, most likely for them to sweep drama that occurred within the channel under the rug.


Logan_ISL
AKA
Logan_ISL
Lightsynth 01/22/2022 1:12 AM
Welp
contest is over. Basically got boo'd off the contest discussion channel when I hoped for my tower to get in.
And I'm taking a leave from the JToH Discord until I'm feeling comfortable being back in.
Fuck this community, honestly. The fact that people like Dice get away with an :assistedsuicide: emote that's used to mock me and they don't get punished for it is fucking unbelievable.
It really makes me not want to make another tower for the game ever again.
Logan_ISL 01/22/2022 2:25 PM
The whole warning system is really dumb
Juke told me she really wanted to bring it up in the meeting but idk what happened
Lightsynth 01/22/2022 2:26 PM
It got glossed over.
Logan_ISL 01/22/2022 2:34 PM
of course it did
I know juke was saying when she brought up verbal warns that they were trying to complicate it
Lightsynth 01/22/2022 3:18 PM
Wait, the staff did?
Logan_ISL 01/22/2022 3:19 PM
what juke told me is when she brought up verbal warns in the past
They wanted to make it like you can only get so many verbal warns in a certain period and whatnot
I don't remember exactly what happened but she told me basically they were trying to only make it even more complicated to understand

RisenArtemis DMs
https://i.gyazo.com/d79830758335d6c7505b0d42eb0be6db.png
Several months later in our DMs, I ended up saying this.
https://i.gyazo.com/3823e7a5297a4fc83b94c27149c447b2.png

Now, to be fair, Dice is no longer like this towards me, especially since he and I are on neutral, if not okay terms now, but when the results were finished, it was just a dumpster fire of drama going on in the #contest-discussion channel at the time, especially since people in the community were mistreating and making fun of me for… simply being hyped about my tower, alongside pretty much anyone else who did the same thing, which made me somewhat resentful of the community that day, but also towards the JToH Team for several particular reasons, which I'll get into now.

One thing you should note is that when I built Tower of Springyard Cascade, is that I intended for it to be in line and be appropriate with the current gameplay new players around this progression of around like Ring 5 level are familiar with, compared to the actual Low Intense that Deedo and BaconPixx made together that was selected and ultimately won the Garden of Eeshøl contest.

That tower ended up being the only tower to get confirmed for the subrealm, despite it being way, way more complicated than the tower I had made for the subrealm alongside most other Ring 2 towers, on top of the fact that it was bumped up to Mid Intense after a while, despite the fact that the contest specifically stated that the hardest difficulty was going to be Low Intense at most alongside keeping the entries beginner friendly, so nice job breaking your own rules there, JToH Team, especially as it shows yet again that you didn't bother to judge this contest that well in terms of scaling difficulty by what I can only assume are the judges abusing noclip to go through the judging period as quick as they can, rather than taking the actual time and effort to go through the entries, basically rushing it.

Second of all, when I asked as to why ToSC failed in the first place, I never got an answer to that question, because the results were kept secret from the public outside of the steeples and towers that managed to get into the Top 32. Even trying to submit the tower for Zone 6 didn't do anything, as it was swiftly deleted from the submissions channel with the excuse from Vendetta06 in the #curator-discussion channel being that it wasn't changed, compared to how it was submitted back during the contest, despite me applying some minor changes to it and implementing feedback to it after the contest, most likely to "*avoid drama*".

A whole year later, and the reason for it failing the contest still remains a complete mystery to me, with no way of me knowing what actually went wrong with it.

Now, while the subrealm itself isn't bad by any means, it kind of has one glaring issue to it, as I stated in my DMs with RisenArtemis earlier: The gameplay throughout the

subrealm's steeples for most of them is that they are more mechanically complex, compared to some of the more simpler and classic towers that I've played through from Rings 1 and 2, coupled with Forgotten Ridge.

In my eyes, from a new player's perspective, the subrealm's content can become too overwhelming for them, especially with some of the gameplay the steeples have to offer here due to the more modern gameplay and design here compared to the much more simpler gameplay and mechanics found in Rings 1-4, even if they are all not that hard in their difficulty.

That's also not even getting into how intrinsically designed all of the steeples throughout the subrealm are with not just their design, but their gameplay and creativity that most likely feels so jarring for a new player to be able to grasp with, since they go from mostly low-quality towers to now all of a sudden high-quality steeples and a tower.

This in turn made Garden of Eeshøl, at least in my opinion, akin to a nerfed and slightly more beginner-friendly Paradise Atoll located in Ring 2, rather than something that's meant to be in line and appropriate with what new players around Ring 2-3's progression are to expect when it comes to the gameplay found within the subrealm, versus what's found throughout Rings 1-4.

Finally, there's only 1 tower in the contest that was implemented here, which was Tower of Perilous Antipode, while everything else is just comprised of 5-6 floor steeples that end up making the subrealm feel very forgettable and too short-lived, especially once you do complete everything it has to offer, akin to Arcane Area. Although, compared to Arcane Area, in which you get a reward there for completing everything, you get absolutely nothing for completing everything in Garden of Eeshøl, except for tower points.

Good day, sir.

Now, the lobby itself, on the other hand, is absolutely gorgeous, and this was pretty fun to work on along with everyone else in the dev team after I managed to move on from Tower of Springyard Cascade, the recent developers of whom I was getting accustomed to at this time and getting to know. Not only that, but I did help with theming some of the spots for the steeples and even helped with getting Tower of Perilous Antipode, the first place winner of the contest, placed in its spot in the subrealm.

Only issue was that Juke wasn't really managing the subrealm's development properly, which forced us to take creative liberties most of the time and practically guess at times

on what Juke wanted to be added for certain areas of the lobby, despite them at times chiming in randomly at times to add new stuff that weren't listed before, which was frustrating for us to put up with, but not to the same extent as Ring 9's lobby.

Another thing that I disliked about this subrealm, in regards to development:
The lobby itself was kept entirely secret, outside of a few vague screenshots provided inhouse that didn't show off much.

That, and just like with Zone 5, I asked the creators of the entries that got into the subrealm if I could add quality of life updates and tweaks to them if they would like that would have made the ingame experience when playing through the entries much better. However, similar to Zone 5 and with me wanting to add QoL updates and tweaks, which, mind you, the creators wanted me to add, Vendetta06 took a problem with this and got pissed off at me for leaking a few screenshots of the steeples to the creators, whom I was working alongside in updating their ingame works to be much better prepared for when the subrealm was going to release alongside their contributions.

Frankly, at that point, **I knew Vendetta06 was spewing bullshit.**
For starters, there were problems with how the steeples were initially placed in some areas, such as Steeple of Various Vivariums not having a pond around it and it looked severely out of place and not implemented that well. If there's a problem that I, or the creator has with the steeple or tower's placement, which they have the right to know what it's going to look like ingame, and I, or they want to request an implementation of something to fix it for it to be better when it gets released to the public to play, then what other choice do I fucking have here?

Just leave it alone, not respecting the creator's wishes, keep them unsatisfied and keep it looking insanely out of place?

You're kind of repeating the same issue that I had with Ring 9 where nothing was to be leaked under any circumstances, or there would be punishment handed out, despite me having nothing, but good intentions with helping make the steeple more fun to play through by the request of the creator themselves, alongside improving their placement, which you, Vendetta06, threatened me with punishment, despite how uncalled it was, as the screenshots only provided the creators with where their steeples or tower was situated in the case for Bacon and Deedo, whose tower deserved a special placement.

Basically: How else was I going to get the ToCR winroom at the time? I was basically dead the moment I realized I had to get it in one way shape or form, and I just had to take the bullet.

Example: These were legitimately the ONLY images I sent Kela, the creator of Steeple of Various Vivariums for feedback on my implementations to improve the tower's location/placement in the subrealm, and still, Vendetta06 got livid at me for… trying to help improve a steeple that got into the game?

Kelako DMs
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https://i.gyazo.com/bd0f6703c2e26d189f021474e5d094cb.png
https://i.gyazo.com/0b50a6885178f32d9748e7c2dac6b47a.png

And even then, Jukereise had zero issues with me respecting the steeples' creators' wishes and communicating them on how their entries are coming along ingame, so why the hell are you complaining and whining about it?

I did also talk to Jukereise about this concern of mine and voiced my issues of the JToH Team still being pissed off at me and being mistrustful of me, despite everything I've done for them to help get the game to where it was way back since 2019, coupled with controlling Jukereise's actions way too easily rather than allowing her to enforce how the Discord server and to an extent, the game's development is ran.

Jukereise DMs
https://i.gyazo.com/a041e82ce193a8b49e1ca02b06123e3e.png
https://i.gyazo.com/6c1bbc84c48581ddf9dce9aff64bd9c7.png
(*Yes, Vendetta06 at one point wanted to abolish the curation system entirely in favor of simplifying it down to a simple "Yes" or "No" system, akin to what we have, but excluding any of the details or reasons as to why it failed. Assuming this is what he wanted a whole year ago, it's no mystery that he still wants this to go through, considering his stubbornness.***)**
https://i.gyazo.com/f181641afaebe812c0cc881a1ea0386a.png
https://i.gyazo.com/637328ca2b296831aded4a97a1153622.png

Now, back then, I didn't like how curators would basically just neglect the creators of towers they just reviewed, which more often than not resulted in them leaving the creator of the tower up to their own devices on what to do with their towers, with some curators, such as Zulpiz, ending up neglecting his responsibility as a curator of giving StormT1989 feedback on what could be made better throughout Tower of Stalactite Boundaries, which I confronted him and the other curators about them not doing their jobs proper, but considering I was just one voice against many others who disagreed

with my viewpoint on making it so that curators need to give feedback in DMs if the creator of the tower that they had failed their submission end up contacting them, this was bound to be destined with failure.

Here's the issue, though: #tower-feedback is not a great source of help and information on how to improve your tower. The person who knows the best way of improving your tower is the curator who failed your submission, or builders in the community whom you can trust on. Although, for the latter, considering how hostile and competitive the tower building community is nowadays, that's not always the most reliable way of getting a passing tower.

Now on top of that, I also called them out on their laziness for reviewing so many submissions, including easier submissions with noclip and never bothering to beat tower submissions legitimately in order to actually get an idea of how the tower was like to play if it got ingame. To say they were not happy with me discrediting their reviews was an understatement, as an argument broke out between us all.

And this eventually culminated in Vendetta06 confronting me about this in the #curator-discussion channel, who told me to stop giving extra submissions for creators, despite the fact that I had very good reasons to do so, or I will end up lowering my trust with the JToH Team if I continued to do what I did, which implied that he had intentions of stripping away my curator role if I continued doing what I did, as what I did was going against the norm, and even told me to quit pushing other curators to stop using noclip for submissions and even outright discouraged me to quit playing submissions legitimately, despite the fact that doing so allowed me to spot more issues than I would have found if I had abused noclip like everyone else did.

And for what? All because I tried to call out a system in the curator discussion channel that was, and still is heavily flawed, and because I stood up for the creators who were neglected by the curators who had actually refused to give them actual feedback in their DMs.

So, with me in a tough spot, and having no other choice, I had to begrudgingly conform to their norms and quit playing towers legitimately and start using noclip again, though I did occasionally review submissions here and there without noclip from time to time without them knowing so.

Also, monthly meetings were a thing that occurred at the end or start of every month, yet, Jukereise would end up neglecting this promise she kept to me about hosting monthly meetings several months later after this promise.

Meanwhile, I saw that the JToH Team just started to make decisions themselves, while Jukereise wasn't able to actually give her own opinions and thoughts on certain topics, as some JToH Team members can prove with how the more recent zones throughout the game do, like how Zone 8 was originally meant to be Jupiter, but was instead turned into Pluto, while Jukereise wanted to increase the amount of zones to accommodate Jupiter, Saturn and the other gas giant planets, whereas the JToH Team wanted to keep it at 10 zones and basically got Jukereise to agree to their terms, not the other way around, further showing how corruptible she had become as a leader at the expense of her very own team that she's supposed to manage.

Jukereise DMs
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https://i.gyazo.com/5f2cbbfc9fdf5e1e0713f0e063690172.png
https://i.gyazo.com/70236cda5bde6e9a0a7a4cd967385535.png

And while these meetings did happen and we talked about some things regarding my concerns, it really didn't do much in the grand scheme of things, as me and the JToH Team, especially Vendetta06, still got into conflicts with one another, and Vendetta06 would often shift the blame onto me as the one starting fights like he would usually do when, again, all I did was voice my disagreement on certain matters like which towers got confirmed and whatnot, especially during tower polls and in regards to using noclip when reviewing submissions that end up giving them the wrong idea of what the tower would actually be like once it got ingame.

Oh yeah, let's also not forget about the Soda Slayer, and the Palace of Eeshøl.
Both of these features that were intended for Garden of Eeshøl are ***STILL*** yet to be finished and be publicly released to everyone, despite Soda Slayer's boss and arena being pretty much finished now in both playtesting, bug fixing and balancing.

The only thing that's missing now is the Palace of Eeshøl, alongside finishing the Eeshøl boss fight, alongside finishing development on the entrance to the Frigid Scrapyard that I doubt has actually been finished yet.

When Punkynil, who we'll get to a year later, was around, she spearheaded the palace's development, came forth with ideas for us to work with and was a huge motivator for all of us to work on the palace itself that she had expected to release sometime this year or the next one at worst, especially as she was also pretty much the one that helped with making and getting the cosmetics that several community members had helped contribute to the game through the shops spread out across the game.

Eventually, Punkynil all of a sudden left the Discord after revealing to us something that would doom her if it ended up getting out to public, and ever since then, no talk or mention about how the palace's development or Soda Slayer are coming along have been made, and have yet to be talked about in-house by the devs, staff and Jukereise herself.

Other than those missing features, alongside a bad start to the year, coupled with a rocky development progress on this subrealm's lobby and my disagreements with how curators reviewed submissions and handled tower polls being made very, very clear now to everyone, Garden of Eeshøl was a decent addition to the game, despite the fact that this subrealm's contest failed the whole "classic" and "simple" feel it was trying to accomplish with what the subrealm had in mind with its gameplay, and ended up basically becoming an easier and slightly more beginner-friendly Paradise Atoll at the end of the day more than anything.

I like to consider Garden of Eeshøl as such in terms of its gameplay, considering that it still has some jank gameplay from time to time in some steeples, alongside somewhat complicated clientobjects and mechanics that new players might not be accustomed to compared to whatever the early-game progression in World 1 has to offer, such as Steeple of Flourishing Wastelands' purist gameplay and even clientobject gameplay, as well.

Chapter II: Zone 6

Frankly, I didn't really do much for this zone.

I initially started a prototype version of its lobby, attempting to make it feel open world/endless in terms of scale, but this ended up kind of backfiring when the entire lobby was just… several more times bigger than Zone 5 in terms of scale when it came to terrain, and had far too simplistic and flat terrain that made it just way too vast and uninteresting in terms of scale, let alone build anything on it.

Meanwhile, behind the scenes, Darkhalisc, one of our new developers, was working on a version of the Zone 6 lobby themselves that was kept somewhat secret from us until the lobby itself was revealed for everyone in the JToH Team to look at.

Compared to the initial look at the Zone 4 lobby we got in 2020, this version that we currently have in game was SO much better and interesting in contrast to what I was making, so I, without too many regrets and understood that Dark's version, objectively

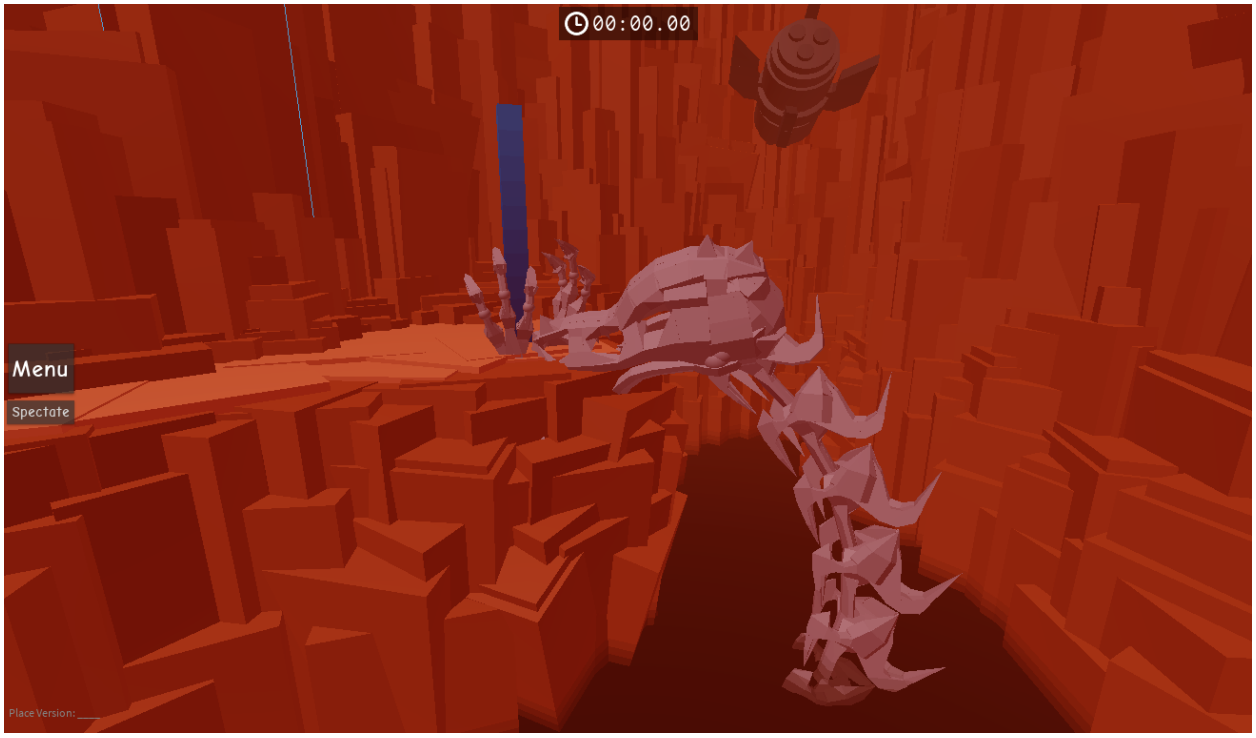
speaking was better from a quality standpoint, scrapped my version and opted to help out with Darkhalisc's take on the lobby.

Again, Jukereise did not give us much supervision and ideas on what to work with, so we yet again had to come up with ideas on what to make. The idea we had was what you see in the game: A long-abandoned, decrepit and run-down base in a humongous ravine on Mars, with ruins of what seems to be hints of an ancient civilization scattered around the ravine itself, with dark crevices that lead to your death if you fall into them.

I helped with the roads, the terrain with the inclusion of those giant spires around the lobby, requesting changes to the towers' creators, such as changing ToRC's fog color to match a Martian theme more, bugtesting, bugfixing and for what's to come: ***Audio Recovery.***

Also, that giant skeletal beast coming out of one of the crevices? That was entirely made by PsychoticMute themselves, which in itself is absolutely freaking impressive even to this day with what she was able to do.
At the time, I also wanted to add another one of those skeletal remains reaching out for Tower of The Dripping Amalgam, as if it was trying to destroy it, but died in the process of trying to get it, which I made in a way to give off the vibe that ToTDA kind of was some sort of parasitic cancer that was affecting all life around it.

Here's a screenshot of this idea I had.



Unfortunately, this got scrapped because of one glaring issue: The amount of parts on the skeletal leviathan was very, VERY high, so instead of that, we have the current iteration of ToTDA's location having ToTDA-like tentacles, cancers and tumors growing out of the walls around it, alongside the surrounding area reflecting the tower's colors.

Again, though, this lobby was kept mostly secret from the public, but thankfully, it seems like the devs and Vendetta were seemingly learning from their mistakes when it came to bug testing and keeping the lobby too secretive.

For one thing, a decent amount of teasers for the lobby were posted that showcased more of the lobby this time around, and second of all, people had a live progress bar to look at for how far bugtesting came along.

Now, this isn't the best execution, as it could have been improved upon by showing which towers were bugtested and which ones weren't, but it's a step in the right direction.
This was also around the time when the game itself was migrated from under Jukereise's account and the whole game was moved over to the JToH group so that group funds would be added from gamepass purchases, and for us to get a better understanding of how many funds the overall group had for us to get from in terms of payment.

Plus, payment towards the whole JToH Dev Team as a whole got much easier in general after a zone was published for everyone to play.

Overall, decent stuff, but I personally thought it could have had more to it, such as saying which towers have been bug tested and bug fixed during the bug testing phases, alongside how development on the lobby is coming along.

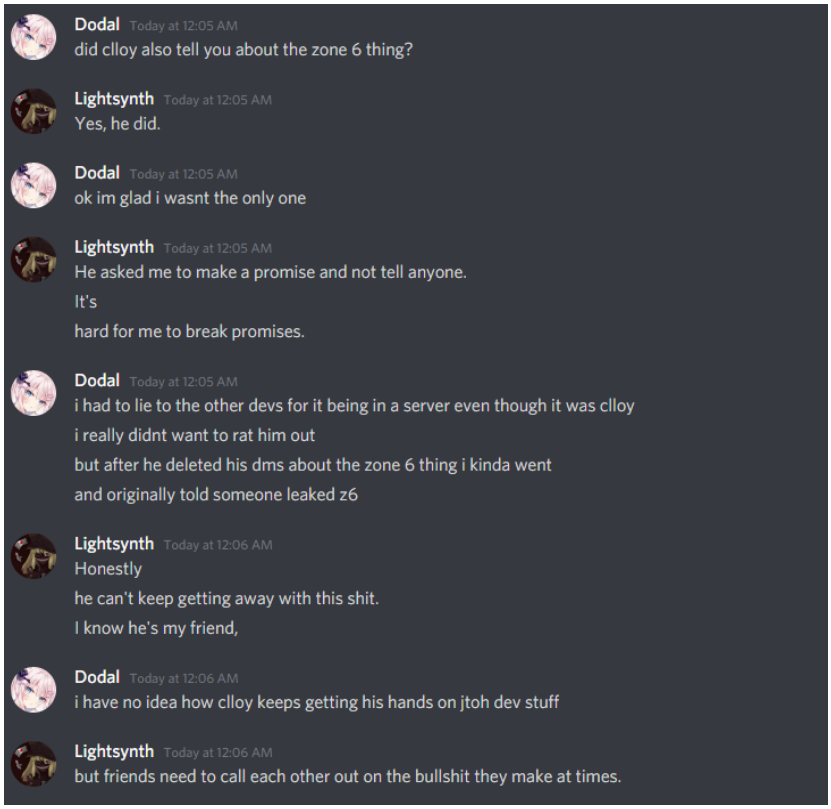
But frankly, I did take notice of the fact that Jukereise was no longer having much of a say in what she wanted for her game, which started making me worried that this game was now heading in a direction controlled by the JToH Team, rather than Jukereise herself outside of Jukereise coming up with spontaneous ideas that the JToH Team would usually frown upon, which was a huge contrast compared to how it previously used to be when it came to ideas generally being liked by the JToH Team back in the day compared to now.

In my opinion, the JToH Team see Jukereise herself as a liability, especially as they did not like the idea of the Guardians, the Laruam Backrooms and other ideas for World 1's

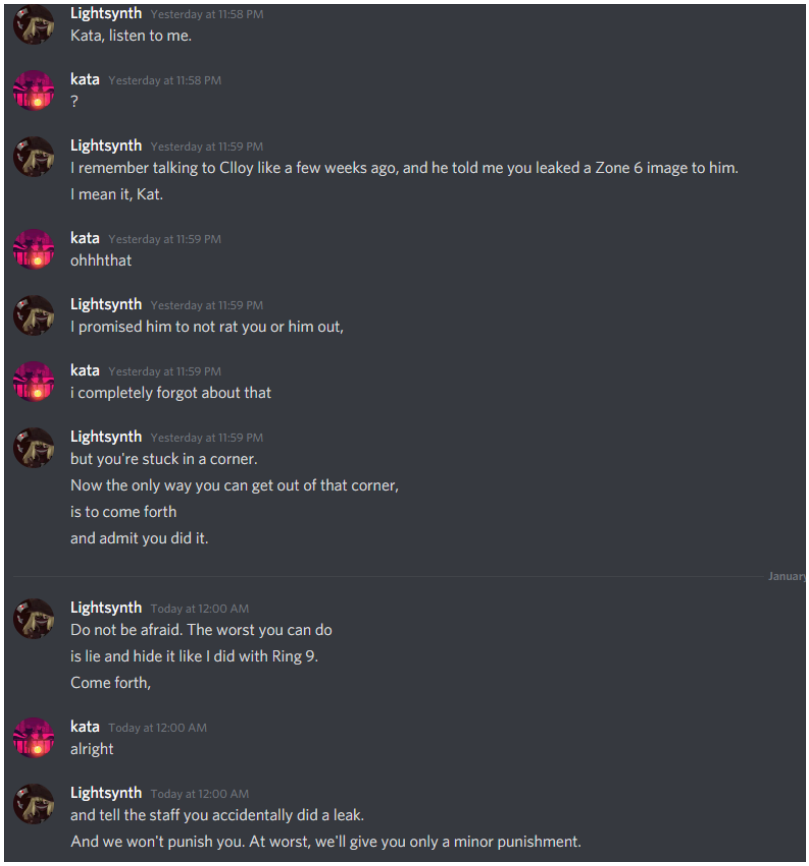
Great Inferno in general, compared to just finishing World 1 entirely by going from Ring 9 to The Final Stretch.

Honestly, I didn't have too much of an issue with this lobby's development in general outside of Darkhalisc, who at the time called was Katarynah, getting suspended from working on the Zone 6 lobby that they had made themselves, as they were leaking stuff behind our backs to Clloy, who was also his friend.

Very much akin to Ring 9's development, where I lost ownership of the lobby I spearheaded in making, the JToH Team, before Darkhalisc's temporary lockout from Zone 6, snuck behind him, took the entire lobby and imported it to their own place without Dark knowing any better.


Dodal Today at 12:05 AM
did clloy also tell you about the zone 6 thing?
Lightsynth Today at 12:05 AM
Yes, he did.
Dodal Today at 12:05 AM
ok im glad i wasnt the only one
Lightsynth Today at 12:05 AM
He asked me to make a promise and not tell anyone.
It's
hard for me to break promises.
Dodal Today at 12:05 AM
i had to lie to the other devs for it being in a server even though it was clloy
i really didnt want to rat him out
but after he deleted his dms about the zone 6 thing i kinda went
and originally told someone leaked z6
Lightsynth Today at 12:06 AM
Honestly
he can't keep getting away with this shit.
I know he's my friend,
Dodal Today at 12:06 AM
i have no idea how clloy keeps getting his hands on jtoh dev stuff
Lightsynth Today at 12:06 AM
but friends need to call each other out on the bullshit they make at times.

Later on, I confronted Darkhalisc about this.


Lightsynth Yesterday at 11:58 PM
Kata, listen to me.
kata Yesterday at 11:58 PM
?
Lightsynth Yesterday at 11:59 PM
I remember talking to Clloy like a few weeks ago, and he told me you leaked a Zone 6 image to him.
I mean it, Kat.
kata Yesterday at 11:59 PM
ohhhthat
Lightsynth Yesterday at 11:59 PM
I promised him to not rat you or him out,
kata Yesterday at 11:59 PM
i completely forgot about that
Lightsynth Yesterday at 11:59 PM
but you're stuck in a corner.
Now the only way you can get out of that corner,
is to come forth
and admit you did it.
Lightsynth Today at 12:00 AM
Do not be afraid. The worst you can do
is lie and hide it like I did with Ring 9.
Come forth,
kata Today at 12:00 AM
alright
Lightsynth Today at 12:00 AM
and tell the staff you accidentally did a leak.
And we won't punish you. At worst, we'll give you only a minor punishment.

Clloy DMs
https://i.gyazo.com/08aaf8ec6587bdb48c72d96af3e0567b.png
https://i.gyazo.com/1e37d0330b04c6fb440482fdbac8da9d.png
https://i.gyazo.com/a7dc597d01938ba43d2d4fa2120a709e.png
https://i.gyazo.com/729e82d858e1e4e1a296ea7da6fe39ef.png
https://i.gyazo.com/b3581a380fee0f40f3b312b07bba5364.png
https://i.gyazo.com/63752b8ccf64e44ba0d39e3b877dc591.png

Blocker DMs
https://i.gyazo.com/863291c7ec56c07c1f29975b82524d29.png

Clloy had basically gotten an image of the leaked Zone 6 lobby from Darkhalisc around this time, which after some convincing on my end, especially as I didn't want to see Darkhalisc end up like me during Ring 9's development, he came forward and said that the leaks were because of him.

The JToH Team promptly suspended Darkhalisc from working on the zone until it was finished, basically me with Ring 9 development, except with a far more lenient punishment, as Darkhalisc was still able to help on other projects outside of Zone 6,

which they seemed to have learned from their mistake when it came to demoting their more active and passionate developers that like working on the game.

Unfortunately, considering the staff team still haven't forgotten what Clloy did in the past with the Ring 7 leak and have severe trust issues with him, despite him not being entirely at fault for this, they were quick to assume he had leaked the lobby when this frankly wasn't even the case to begin with, and was a result of Darkhalisc showing a screenshot him out of excitement, much like me back during Ring 9's development.

Also, regarding the towers: I honestly found a good number of the towers included to be flawed, but decent at worst, but it kinda exchanged these bad towers for, at best, just good, but not anything too amazing or groundbreaking despite some towers being a bit more memorable than others. (*A.k.a.: Tower of Astral Fusion.*)

I will definitely say that compared to the previous zones, Zone 6 in terms of its towers hasn't really aged THAT well. Now, granted, it's still good with some of its towers here and there, but a good chunk of them just don't really feel memorable or interesting, and even some JToH Team members share this exact sentiment, especially with the Intense towers, which they found weak, and even I questioned if it was worth shoehorning a third Intense into the area if all of them weren't really that good, yet, they still went ahead and did it anyway rather than swapping out a difficulty for another.
Overall, this zone's development went smoothly outside of some bugs we missed out on, which were eventually patched, and… oh.

Wait, can't forget one big problem that occurred around this zone's development at the time…

Chapter III: Audio Recovery

Yeah, this was an enormous problem for us.
This update was one of the absolute worst things to be rolled out by Roblox themselves at the time, and even now as I am writing this, this game still has some issues in regards to it with missing audio in some of the towers, steeples and maybe citadels.

It's been almost a whole year now since this incident became a huge issue when all of the music throughout the game was made completely silent, outside of a few select songs that were ROBLOX-uploaded songs, and the dev and staff teams have not even completed the entire recovery process yet, as some towers are still missing some songs here and there, and don't get me started on how long it took for the JToH Team to even get around to fully recovering everything.

The embarrassing thing about all of this? Several JToH Fangames, especially one known as Another's Towers of Stupidity have fewer developers working on the game, yet, all of that game's audio throughout their towers were perfectly up and running without too many issues much by the time the latter half of the year rolled around, much earlier than what the JToH Team could have done in comparison to AToS.

JToH had to wait a whole year to finally get all of the audio throughout the game up and running, whereas for AToS, it took them at least half a year or so. Embarrassing.

The most likely excuse for the JToH Team being so slow and even reluctant in wanting to recover the audio, is because in order to do so for a whole area, it's a very, very, **and I cannot overstate it enough, *VERY*** tedious and time-consuming process that can last up to days or even weeks to finish doing, and usually, it would mostly just be one developer that would do this while everyone else just sat around and did their own thing.

Zone 6, despite having had overall very good development, was immediately put to a halt when we had to reupload all of the music throughout the zone's towers, which each of the developers on the JToH Team split up on recovering songs for the game, with the community itself stepping in to help us with giving .mp3s and .orgs of the songs for us to download and upload onto Roblox, then apply to the towers' music zones ingame.

Slowly over time, the zone got all of its audio back.

Two issues with this process, though:

1) There was an audio limit, and you could only upload up to 10 songs per month. Some players were lucky and were able to upload up to 100 songs, but even then, there was issue 2:
2) Uploading audio is always going to be a gamble, because your account will run into the very real risk of getting moderated, and if you're particularly unlucky, get banned, and at worst, get terminated.

The solution?
Create as many alternate accounts as possible for the game's audio recovery process.

This was very freaking tedious to work with, and resulted in so much account swapping whenever audio had to be recovered for an area in the game.

That's not even mentioning how time-consuming it was, as you had to switch from alt to alt and reupload the new audio ID to the area's tower, which you're trying to recover the

audio for and then apply the song ID from the alt to the tower's music zone in the JToH place with permission being granted by the alt to use it, but you had to wait for the song to get approved by Roblox's moderation filter, which could take a while to be approved, or at worst, blocked and get your alt moderated

Even then, some songs were automatically blocked or hit with a removal notice for copyright, so we had to play around with distortions and pitches, which in on itself is also very risky as usually, if the filter detects if there's been a pitch change, tempo change or distortion in the audio, it will automatically block it and outright moderate your account with no second chances.

And finally, there's the fact that if you account swap far too frequently, you'd have to constantly answer CAPTCHA-related questions, which slowed this progress down even further.

Nowadays though, audio throughout the game has been recovered for pretty much all of the areas throughout the game, minus a few towers that are still missing a few songs on some floors, so this thankfully isn't that much of an issue, but this problem should NOT have been kept on hold for over a whole damn year and is just an embarrassing display of incompetence on the JToH Team's behalf when fangames much inferior to it, alongside a much smaller amount of developers working on them ended up fixing this issue in their games much, much quicker than JToH ever could, which had a decently-sized team to get this job finished much sooner. Rather, they just sat around and worked on new content rather than prioritizing this, which I did with Ring 3, Ring 9, Zone 2 and parts of Zone 6, alongside giving these areas of the game updates to go along with this.

Chapter IV: Pit of Misery

I had absolutely nothing to do with this subrealm being added in Zone 3, and I had nothing to do with its development, except give my personal thoughts on this subrealm.

I thought this was fine for those that want to seek a challenge much, much harder than ToCP, although I personally think that this should have been worked on **AFTER** Zone 6, not during it, since I think too many resources were being put into this and it ended up wasting our time more than anything.

I also didn't like the idea that beating the towers didn't award badges, even a trail or anything outside of personal glory. You could have put this in an entirely different game away from JToH, which would have made this much better executed, in my opinion, which made this somewhat of a pointless addition in my eyes initially.

I personally will say, though: Long term, it's been a good addition to this game. When some of our best players in the JToH Team, such as Damjom were bug testing these towers, they claimed some jumps were outright impossible to do in the Horrific and Unreal difficulty towers, which resulted in us giving them very, very, **VERY** minor nerfs that made them at the very least humanly possible, but basically almost frame-perfect to do, a.k.a.: Tower of Revolving Fates.

Oh yeah, let's talk about that tower, shall we?

Tower of Revolving Fates' Censorship

When this tower was first submitted by Ciel_azulsky, it was originally submitted as a :WHY:-rated difficulty going by the name of: Tower of Spiraling Fates.

When it was submitted, everyone pretty much joined in on making fun of it, outright calling it a joke submission for its "edgy" message at the end that called out Jukereise, who back then was called Jupiter_Five, the community, the dev and staff teams on their problems that were hurting the game more and more over the course of its lifespan and how the standards the game, and still has to this day are eventually going to become so problematic at one point that it's going to basically be impossible for newer builders to be able to achieve this goal of getting their towers to pass modern standards at some point, let alone get ingame, which would prevent new blood from being able to submit anything without it being looked at and clowned on by the JToH Community.

I won't talk too much about this, as this message written by Ciel himself at the end of ToRF perfectly summarizes the issues that current JToH nowadays suffers from when it comes to making basically a simple tower for fun nowadays, and every single word and message written in this video, despite the wording on Ciel's behalf around the time, I absolutely 100% agree that this tower's "edgy" winroom message at the end can be applied to JToH nowadays with how hostile the game's community and its tower development competition and scene has become over the years, especially now in the present day: **https://youtu.be/lTlytBsnSQs?t=1576**

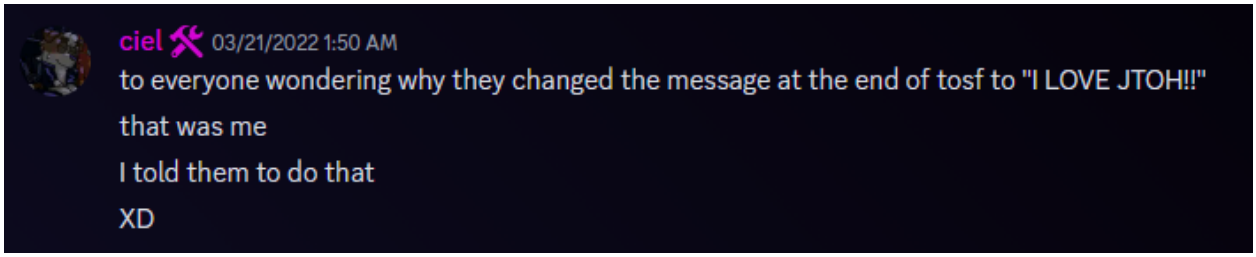
When Tower of Spiraling Fates was eventually accepted and added into JToH's Pit of Misery, the message at the end was instead changed to "**I LOVE JTOH**", with approval from Ciel himself.

Whether or not this message being changed to what it is today was a joke intended by Ciel for his hardest tower to get into the game is pretty much up to interpretation at this point, especially now with Ciel being cool with everyone, but back then, I do think that

ulterior motives were involved such as the dev and staff teams not being on board with such a message and asking Ciel for permission to change the message at the end of ToRF to what it is now in order to not make themselves look bad once PoM was released to the public.

This is a theory I stood by throughout 2022 up to now, especially since getting a tower to pass nowadays is so incredibly challenging and demanding compared to the standards back then, which were much simpler and didn't force creators to focus so hard on creativity and design rather than just focus on making a tower with fun and enjoyable gameplay.

Not only that, but Ciel's message about Juke being so secretive was also true, too, as shown with Jukereise during development on lobbies not bothering much to tell us on what to do and what the lobby should look like outside of a vague idea of it, or Juke herself taking a look at how the lobby's coming along and instead has allowed the JToH Team to take control of the game's development entirely instead of her being the one making the final decisions for the game. That, and this secrecy can also be applied to the current JToH Team being very vague about how development on the game is coming along, bugtesting, as well as something as simple as confirming a tower now being kept a secret through a puzzle people now need to solve.


ciel 03/21/2022 1:50 AM
to everyone wondering why they changed the message at the end of tosf to "I LOVE JTOH!!"
that was me
I told them to do that
XD

Also, digging up some of my old DMs with Ciel, I managed to stumble across this conversation I had with him regarding ToRF's win message way back around 2020, back when it was called ToSF when it was initially submitted as its :WHY: difficulty version.

Ciel DMs
https://i.gyazo.com/9e8c58d64114dc53d093b84d84c1ec90.png
https://i.gyazo.com/ffedb17717f31deb3f4fcf6dc0bd1b73.png

Hell, even some of the more recent JToH Staff Members like RisenArtemis had absolutely zero fucking idea about what ToRF's original message was before it was censored outright with "I LOVE JTOH", until I told them about it, further showing how

much the JToH Team wanted to cover this message up before it could spark a ton of drama, because they knew that what Ciel here said was true, but they didn't want to admit their issues and problems or even apologize for these missteps on their behalf, and just swept this under the rug, which I, again, am more than willing to drag out of for everyone to see.

RisenArtemis DMs
https://i.gyazo.com/3823e7a5297a4fc83b94c27149c447b2.png
(Talking about Garden of Eeshøl a little bit here, skip to the bottom.)

(Scorionix's "Modern JToH Rant" video in question:)
(*I would highly suggest you also read the comments in the video, as people in it also share the same viewpoint as Scorionix, and many others have about the game nowadays.***)**

RisenArtemis DMs (Continued)
https://i.gyazo.com/02619a042d0a1e5a45ab0941a79a35c2.png
https://i.gyazo.com/8f308bf9a3e4567f8ad596811bd59b8f.png

Eventually, later that year, Citadel of Infinite Void was added to fill up the citadel spot, an idea that wasn't liked by the staff and devs at the time, as SC Citadels were banned, before it was officially added into the game, alongside Was A Tower, despite the staff team's protests.

Good on Blocker for this, honestly. You got some major fucking balls, my guy.
This single move alone pretty much finally meant that a version of Citadel of Void was added to the game that, while being Unreal or even Nil difficulty, depending on who you ask, is still very much humanly possible to beat, as the current world record sits at Floor 7 of the tower, currently considered around Mid Unreal difficulty by those whom have made it that far, such as Skitsuna and mrgamingpotato1, both so far being the only people having reached that far into the citadel.

Chapter V: Zone 7

While I did not work on making this lobby, especially because around this time, I was mainly focused on working on my Intense tower known as Tower of Trigonal Descent, which I had started working on since around Zone 6's development and was now currently revamping from the start.

I thought that the lobby itself from the pictures at the time the JToH Team provided looked nice and I did initially attempt to help out before realizing that the theme they

were going with was too difficult for me to work with, and I just ended up focusing on handling Lost River's terrain and theme, instead.

One thing I will talk about, though, is how the towers were polled, and how it was handled.

Up to this point, most of the tower polling process had remained much of the same from how it used to be handled since Zone 3 way back in 2020.

However, one thing you should note was that since Zone 6, even a bit before it as I talked about when I was told to conform to the norm the other curators were following, as my standards relied on playing submissions without noclip while a vast majority of them relied on reviewing submissions with noclip, even on easier difficulty, I played and reviewed tower submissions without the usage of noclip to get a better feel of how enjoyable the tower was, and let me just say, it changed my perception entirely on how towers nowadays are in general.

I failed far more towers than I usually did, especially since playing through a tower with noclip and without noclip are two entirely different stories. A tower can be very fun to play with noclip, but would instantly be made miserable to play through without it, and boy fucking almighty, did it **REALLY** feel that way with most of the towers that were polled and considered for this area of the game.

The worst thing is that I was basically chastised and disliked by the JToH Team for taking too long on them during polls and disagreeing with them on their reasons for why the tower should get in, when it is very obvious that they should have had more work and polish put into it and been playtested more without the usage of noclip, which, may I remind you, the JToH Team doesn't want to waste their time on doing.

The reason for this kind of behavior?

While ***I*** was playing through the towers that were selected for polls and reviewing submissions **WITHOUT noclip**, **an overwhelming majority of the curators, devs and staff members normally play through the towers played through them WITH noclip**, which, in my opinion, really opened my eyes on how flawed the curation and polls system had been the entire time since we made tower polls available for curators and hosted the polls for them 2 years ago for Zone 3, even way back before that, as staff members would frequently use noclip to skim through the tower candidates and select which ones they thought from that experience alone were good enough

I even saw them pull out noclip in the easier towers that were being polled, like fucking Difficult difficulty towers in polls, just fucking unacceptable all around, and there's no telling as to who played the tower with noclip, or without noclip.

I also couldn't just change the rules of how polls were being hosted on a whim, or call them out for their fundamentally flawed opinions when I knew they had abused noclip throughout the whole tower, and still ended with giving the tower that was terrible to play through without noclip a blind "Yes" vote, while I gave a considered tower a more than deserving "No" vote after playing through most of the tower being polled legitimately compared to them, which should have made my opinion on the tower far more credible compared to theirs by default, but considering the JToH Team works with a "Majority rules" system, my efforts at playing tower candidates legitimately meant absolutely fucking nothing, while they barely had to put in any effort into playing through them, as they could just skim through the candidates and decide through a noclip experience if it was good enough for the zone or not.

And the JToH Team, especially the inner circle, were not happy with the way I was voting on towers, as I wasn't conforming to the majority, alongside the norm in their eyes, basically breaking the promise I had made to them several months back at the start of the year that I would stop reviewing towers without noclip.

However, sometimes, the majority in some cases isn't always right with their decisions, and it especially was made apparent with how they handled it here. Just take a look at the story known as "The Lottery" with how shit the "majority rules" system there works, and compare it to this where I was actively disliked for not conforming myself to their standards and norms.

Hell, I absolutely **HATED** so many of the Intenses that were polled, at best giving a few of them MAYBE votes while 90% of them were given a firm NO vote, even to the Intenses that won the polls and got ingame, such as Tower of Swift and Precise Sections or Tower of Cone Mesh Climbing, the former of which got a no vote from me because it was living hell to sightread and play through without noclip, and the latter, because it ended up overstaying its welcome and grew tedious by the time you made it to the later floors.

Tower of Yore was the only exception to this, but only after it was moved up from Challenging to Intense and even then, I still had some issues with how its gameplay was put on display and executed in some places, such as the difficulty.

Also, the sole reason for why Tower of Uncanny Agony won over Tower of Insensible Distress and Tower of Interdimensional Rifts, both towers being considered for the Terrifying slot around this time, was because its gameplay was far more bearable to play through than the other two Terrifyings and that is NOT a way of me saying: "***You picked the right choice!***"

We basically picked ToUA, because it was the "**best of the worst**" choice we had around this time, the same reason as to why ToGF back in Ring 8 was picked over the other Catastrophic options that were available at the time, rather than swapping a Terrifying slot in favor of an alternative, and this really bit them in the ass here compared to what they thought about the tower in question, as even despite ToUA's quality, it's absolute dogshit to play through without noclip.

This is a perfect example of a tower that's fun to do with noclip, but just plain ***god fucking awful to do without it***, and they just let this slide for whatever reason, despite most of the people who picked it being way too unskilled to even determine if this tower is worth picking over the other choices or not, including myself!

Why on earth would you consider allowing JToH Team members that don't even have the actual skill to beat towers of this difficulty to decide as to what gets in and what doesn't?

Finally, let's talk about one last thing that basically just put an expiration date onto my developer role that was just waiting to happen.

Tower of Uncontrollable Ire

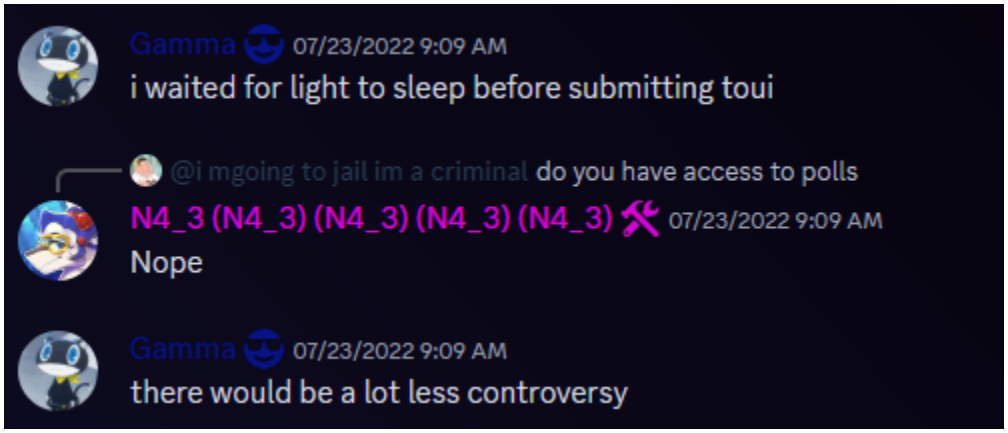
Yeah, this should be interesting to talk after about almost a whole year now, because this shit has been very controversial since the day Zone 7 polls began.

This was a tower that Gammattor had worked on for over 2 years at this point, having started working on it around Ring 8's development, and he was now finally ready to submit this tower for a review while Zone 7 polls were happening.

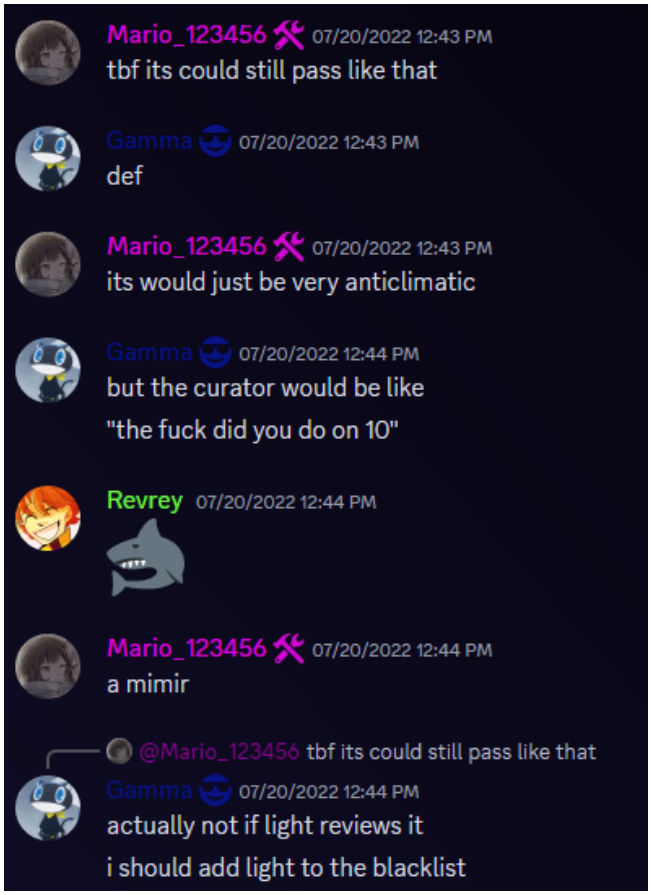
When Gamma initially submitted this tower, I basically decided to take responsibility and review it for myself, which Gamma interpreted as me wanting to fail ToUI for the sake of doing so, when that honestly wasn't the case at all.

He even considered waiting to submit it until I was asleep so that another curator could instead review his tower, which is technically breaking Rule 14 of tower submissions of requesting a specific curator, or **avoiding a specific curator to review your tower**.

Don’t believe me?


Gamma 07/23/2022 9:09 AM
i waited for light to sleep before submitting toui
@i mgoing to jail im a criminal do you have access to polls
N4_3 (N4_3) (N4_3) (N4_3) (N4_3) 07/23/2022 9:09 AM
Nope
Gamma 07/23/2022 9:09 AM
there would be a lot less controversy

Oh yeah and prior to this message, he had initially added a blacklist script specifically to keep me out from reviewing it, which, again, breaks Rule 14, despite him later claiming to remove the blacklist script.


Mario_123456 07/20/2022 12:43 PM
tbf its could still pass like that
Gamma 07/20/2022 12:43 PM
def
Mario_123456 07/20/2022 12:43 PM
its would just be very anticlimatic
Gamma 07/20/2022 12:44 PM
but the curator would be like
"the fuck did you do on 10"
Revrey 07/20/2022 12:44 PM
Mario_123456 07/20/2022 12:44 PM
a mimir
@Mario_123456 tbf its could still pass like that
Gamma 07/20/2022 12:44 PM
actually not if light reviews it
i should add light to the blacklist

I knew going into this tower that had any other player or curator within this community gone into this, they would have praised this tower to high heaven akin to Cronku’s

towers and say that there's nothing wrong with it, especially with me knowing how they regularly review submissions by using and abusing noclip very frequently versus attempting to play through it legitimately as much as possible, coupled with a biased mindset that this was the Co-Owner of the game we're talking about here, not just some regular builder or special verified builder.

Funny, considering Gammattor initially praised me for being unbiased with my review and thoughts on Citadel of Heights and Depths and other Jukereise towers in the past. Whereas here, he is fucking afraid of me and actively doesn't want me giving my honest opinions on his tower. But back on topic.

Gamma around this time, simply put, was incredibly frustrated and exhausted with the tower, having pulled several all-nighters to try and finish it for the sake of finishing it and getting it ready for Zone 7 polls instead of taking his time to polish it up for something like Zone 8 instead, which drained the absolute shit out of his mental health by the time he got around to submitting it and, to some extent, broke and changed his personality entirely to what you see nowadays, though, he had acted like you see him do nowadays a bit before submitting this tower, except post-submission and post-review, these traits of his ended up getting exaggerated.

Let's just say that this was not a good decision on his end, and I mainly blame the way tower polls for each difficulty were being handled.

The polls were obviously being rushed way too hard, instead of the polls themselves taking several days for every person playing through them to play through the candidates legitimately, rather than it just taking a day or two because everyone voting on the towers abuses noclip throughout the entire experience, lightning round style.

And this one flaw alone in the system with how polls are handled was bound to cause people building their towers for Zone 7 to rush them and end up with a half-assed product that was just destined for failure.

We'll discuss these problems of how this system is handled so poorly after my development history. But back to ToUI.

Now, while I did fail Tower of Uncontrollable Ire, I decided to bring Urchin with me to help with this review to act as a co-curator with me and a mediator, as both he and I would be going into this tower with two different mindsets. Me being absolutely unbiased with almost zero exposure to the tower, and Urchin having some semblance of an idea of what the tower was going to be like.

Here are the DMs I had with Urchin while we both were talking about the tower. Keep in mind that I was in voice chat with Urchin, which explains some of the messages I sent.

Urchin's DMs
https://i.gyazo.com/4fa9dec9cdf58cfd442b974aaee7293d.png
https://i.gyazo.com/66c3e00cebf7e07518440810bb17574f.png
https://i.gyazo.com/784f292e509cb5909e6cca13fb346280.png
https://i.gyazo.com/97a79835066801ae14603bffe3a79cf9.png
https://i.gyazo.com/7fff687d6f2ac5d1eb338b7c0e1aea21.png
Now keep in mind, by the time I had finished playing through this tower as much as I could without noclip, which I only started to use because of how extremely frustrating the tower was, the tower had already surpassed around 45 or so minutes in terms of play time. 45 fucking minutes of constantly failing to unbalanced gameplay and sightreadability issues, and this was with noclip, all the while I had Insane difficulty experience under my belt!

After these messages, I posted the review in #curator-reviews after Urchin said he was done reviewing it, alongside giving his own ratings of the tower's individual floors. Link to it will be here:
https://discord.com/channels/551741409624064011/804118744498569236/999790050298568855

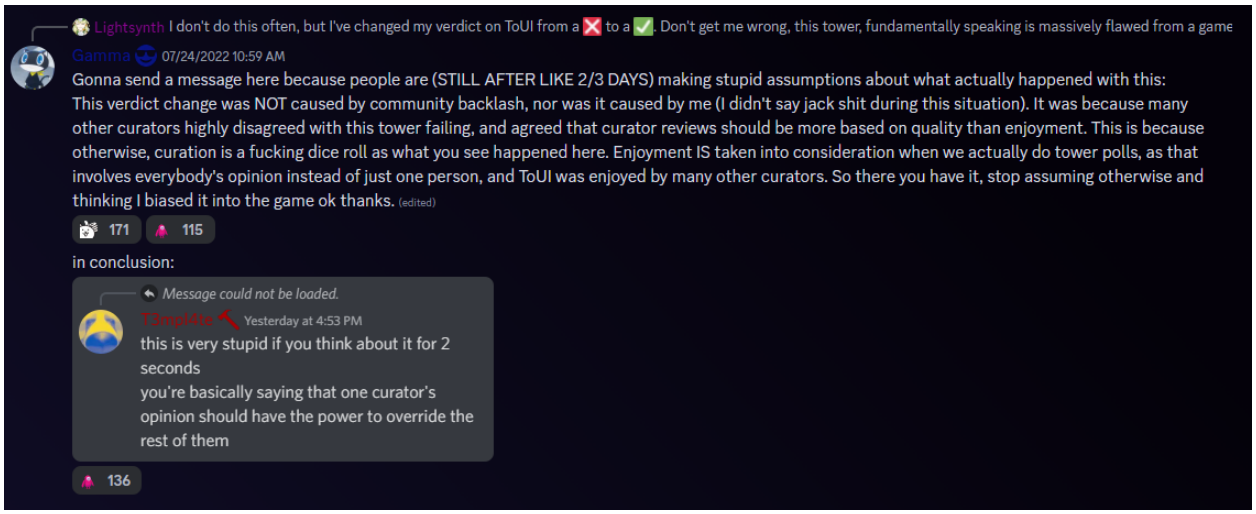
After that, Urchin posted his addendum following my review of the tower.
https://i.gyazo.com/b21cb148feb6b40982acac7a0cd7820c.png

After I posted this review, Gamma was absolutely not happy in the #curator-discussion channel, to say the least.

He was very upset that I had failed his tower that he tried to get ingame out of desperation, because the Remorseless polls for Zone 7 were about to happen right as he submitted it, and is still very much pissed off about it to a point where he has completely changed his opinion towards me from that day going forward, going as far to publicly hate, humiliate and shame me as a curator in public and talk crap about me behind my back without me being made the wiser out in public, usually going as far to tell how I fail towers for the sake of failing towers, that I am the worst curator to exist and for other ludicrous reasons, especially compared to how he thought of me before this review, where he didn't have so many issues with me as a curator except for "wack

standards”, which he could have told me outright about rather than talk behind my back about this!

Also yeah, this message exists where Gamma explicitly stated that the curators strived to see towers that pass, depending on their quality rather than enjoyment, yet, aren’t these the same kind of people that only pick towers for upcoming areas that they consider “enjoyable” in their eyes during polls, which is usually towers with fuckloads of rotation, mechanics that end up bloating the tower and affecting its enjoyment and towers that focus a lot on their design, just to satisfy the overly bloated standards imposed onto every tower builder nowadays?


Lightsynth I don't do this often, but I've changed my verdict on ToUI from a ❌ to a ✅. Don't get me wrong, this tower, fundamentally speaking is massively flawed from a game
Gamma 07/24/2022 10:59 AM
Gonna send a message here because people are (STILL AFTER LIKE 2/3 DAYS) making stupid assumptions about what actually happened with this:
This verdict change was NOT caused by community backlash, nor was it caused by me (I didn't say jack shit during this situation). It was because many other curators highly disagreed with this tower failing, and agreed that curator reviews should be more based on quality than enjoyment. This is because otherwise, curation is a fucking dice roll as what you see happened here. Enjoyment IS taken into consideration when we actually do tower polls, as that involves everybody's opinion instead of just one person, and ToUI was enjoyed by many other curators. So there you have it, stop assuming otherwise and thinking I biased it into the game ok thanks. (edited)
171
115
in conclusion:
Message could not be loaded.
Yesterday at 4:53 PM
this is very stupid if you think about it for 2 seconds
you're basically saying that one curator's opinion should have the power to override the rest of them
136

What I’m getting from this image is that if you, as a curator, go against what the other curators think is a great or enjoyable tower, or you have your own standards on a tower, especially if you are the only one out of everyone in the group that tries to review towers with actual effort by doing them legitimately instead of abusing noclip, even in difficulties below Intense, you aren’t conforming to what they think makes a good tower, and your chances of getting booted off the curator team will increase as a result if you keep repeatedly trying to be different from them, even if it’s because you disagree with their methods of reviewing towers and picking them for upcoming areas during polls.

This very reason alone is why Nate got his curator role removed, though, that was mainly because of how he reviewed tower submissions, with his wording for towers he failed being very abrasive and not helping at all with giving feedback.

Gamma, my guy, if enjoyment IS taken into consideration for tower polls, it should also be taken into much higher consideration when people who play through towers legitimately when reviewing it in #curator-reviews, especially since if the tower is going to be unenjoyable, but still pass because of its quality in the first place, it’s only going to

rot in the whitelist forever and never be polled, or just end up being made into a monthly tower with the creator of the tower being made none the wiser that people will undoubtedly end up not liking.

Quality in a tower matters, definitely, but enjoyment is what's most important here if the creator ever stands a chance of getting their tower in the game, whether as a tower for an upcoming area or a monthly.

Hell, some curators have even outright passed towers in the past, because they themselves personally found the tower that they reviewed enjoyable to play through, so your message that you sent here is complete fucking bogus, as it DOES actually matter when it comes to passing or failing a tower.

Anyways, what Gamma says in that image is half-true, as the curators did think me failing ToUI was unfair, despite the flaws the tower had in its level design that I pointed out, which **WERE** blatantly present throughout the tower, such as the oversaturation of creativity when it came to mechanics and gimmicks, alongside Gamma neglecting the tower's gameplay and balancing, but he did also have a say in the matter where he, along with the other curators, pressured me to change the verdict to it being passing so that his tower could have a shot at getting into Zone 7, or there would be consequences for me if I didn't.

So, because of group pressure and feeling like my curator role was being threatened, especially because I failed the tower of the freaking Co-Owner of the game that demanded I changed the verdict, I basically had no other choice, but to do so in order to preserve my curator role, otherwise I'd have lost it much sooner.

Oh yeah, and ToUI, just like ToGF, abused the same loophole that ToGF used to completely bypass the part limit rule by unioning all of the transparent neon throughout it to force it down to just barely under 4k parts, and that's the **only** reason it even was allowed to be submitted in the first place, rather than it being banned outright from being submitted.

Even then, though, this is Gammattor, the Co-Owner of the game that would have probably overrode your decision and even stated that he could have autoconfirmed ToUI if he would have wanted to, which even he wouldn't be stupid enough to do, considering unnerfed ToUI back then would have been *even more* polarizing and more reviled than its current iteration in Zone 7 to the people who don't like it.

And this was truly where I started to feel lonely and distant from everyone else in the JToH Team, especially taking Array's words of them wanting me demoted into account, especially now that they already got new developers on board to actually ensure that if I left on a sour note again, they'd have a good reason to keep me demoted for basically the rest of the game's development with almost zero consequences.

During Zone 7's tower polls, especially after I was called out for failing ToUI and being forced to change it from a fail to a pass, I really felt lonely and isolated from everyone else working on the game.

Vendetta06 DMs
https://i.gyazo.com/f902d8fef95da8f97521d5570aad03ef.png
https://i.gyazo.com/93e74f688f2c4ffad996ac2a081d90c9.png
https://i.gyazo.com/50ea3c5836b12e9d4b0bba0219f10105.png
https://i.gyazo.com/f572169da1b07aaee56e42b14075ee35.png
https://i.gyazo.com/c4bd545d38018f2656c6708729606453.png

At this point, my signs of being burnt out from the game were clearly starting to show, alongside me not getting along with a majority of the JToH Team, especially due to how tower polls just felt like an opinion war that no amount of compromises were able to solve the issue.

I had a job that I started working at since 2021 that I had to maintain and focus on, especially after I increased the amount of work hours from 4 to 6, I had Tower of Purified Illusions' revamp to balance and make as fun as possible, alongside getting Tower of Trigonal Descent ready for its final review, and I just wasn't getting along well with everyone else in the JToH Team, due to the constant back and forth bickering, disagreeing and arguing between all of us happening.

It was just a toxic shithole all around to be in.

They especially disagreed a lot with my views on reviewing submissions and playing through tower candidates during polls without noclip to get a better understanding and grasp of the tower's quality, which, again, hammered in just how lonely it felt working within the JToH Team.

This isn't even mentioning the fact that around this time, I was still living at a sharehouse. Oh yeah, let's touch on that briefly.

During the start of my final year of college, I was offered a sharehouse to stay at for 3 years max until the people running the place found an apartment for me to live in.

At first, I didn't really enjoy living up there, but adapted to the living conditions up there and learning to live with other boys that suffered from mental disabilities. Only issue was that, socially, I hated living up there and the more I lived and stayed there, the worse my mental health issues got, as I ended up frequently talking about my problems in the JToH Discord. Only issue was that the community had no way of understanding how my position was like, as most of them are young teenagers and adults that don't know what it's like to live by yourself in your own apartment, your own dorm or sharehouse you have to live in alongside several other individuals, especially introverted, anti-social people that don't really interact much with you, or share your same interests that made it hard for me to get along with them.

Throughout my years up there, I was also hounded and plagued with chores to do, which took up hours for me to finish on top of sometimes having waiting for my housemates to do their business or chores that got in the way of my chores and get to work on the chores after, which got in the way of my hobby and passion, which even then was a chore in on itself, as having to buy groceries on the day before and having to walk up a steep, uphill battle of a hill, just to get back up? It was fucking horrible all around, and strained my mental health, as well as constantly exhausting me physically every day, which baffles my mind as to how the JToH Team never really took any of this into account when including me in any of their activities when it came to development or working on the game.

In general? My mental health was worsening the more I lived up there, due to the increasing amount of isolation from everyone else around me, including my parents, friends or colleagues, whom I could barely even see, or interact that much with any more, as I was so caught up with chores to do around the sharehouse I lived in and having to do pretty much everything for everyone living up there due to how much of a shithole the place was, it basically ended up causing a one-track mind in my head to form that I had to do this chore, or else I would get punished, which affected my social life that I had been starting to heal from on my final year at college and actively starting to try and get along more with everyone else around me.

Didn't help that my housemates were all very introverted and kept to themselves in their rooms all day, outside of eating dinner, same story as everyone else in the JToH Team being introverted and lacking in social skills outside of talking about JToH-related topics and matters.

My housemates would just come out whenever they have a chore to do, or go make dinner that I couldn't bear myself to eat because of how low-quality and bland it tasted compared to the food me and my parents usually made together, they'd sit at the dinner table, eat, and then go back inside their rooms after they were done eating, never coming out, except for getting ready for bed by going into the toilet or doing chores.

While on the Discord server I wasn't too unhappy, despite putting on a facade, I was consistently and publicly complaining about where I lived and how badly it affected my mental health.

Unfortunately, the worst was yet to come, as the days of that year started to turn darker, and the winter season of that year was slowly starting to creep its way into my mental health.

A brutal bliss beyond this empty defeat was imminent, my long decline was almost over, and my place in the JToH Team was starting to fade away.

Chapter VI: Lost River

While Zone 7 was being developed around May, Jukereise wanted us to start working on the subrealm for the next guardian of World 1, a.k.a.: Hezdon, the Hunter.

This was one of my last contributions that I've ever made for the game, outside of working on the Halloween 2022 event of that year, which we'll get into after this.

I did my usual thing when it came to lobbies: Worked on the terrain itself and did my best in replicating a layout of a map that Jukereise gave us to work with this time around, while ARXIAS helped with making the small village that acted as the first stop of the boat ride while both him and PsychoticMute worked on the tower portal area, while everyone else were helping with Zone 7 around this time and came to help with this subrealm as it was getting finished after all of the towers were getting inserted, bug tested and bug fixed.

https://i.gyazo.com/ae4032ed9fbda1c9e448a302c76e5b0f.mp4

Nothing too much out of the ordinary here. This was overall a very good lobby that I helped create, which got better as more time went on and continued to improve on it.

Only problem being tower polls, which, yet again, were poorly handled with them being rushed out the door like usual and JToH Team members were voting on them, doing their usual thing of abusing noclip through them because they

“*didn’t want to waste time*” on them, or lacked the actual skill required to play through them and determine if it was actually good enough for the game or not.

I even saw some of them abusing the shit out of this in some Hard difficulty towers this time around, like, what the hell? Don’t all curators have around Intense to Remorseless skill level?

That, and there was a slight schism between me and Vendetta as per usual.
This time about the amount of content should be included in Lost River, coupled with it having an SC and citadel that Vendetta06 didn’t initially want in the subrealm, and wanting subrealms to have less content in them, which I disagreed for several good reasons, such as it being too little content included, while he thought it was good enough, after which he would accuse me of starting an argument over a disagreement.

Yet another shitty back and forth argument between me and Vendetta06.

@vendetta06 it's a subrealm
Lightsynth Today at 10:56 PM
That's not a valid excuse, though. FR has heaps of content.
vendetta06 Today at 10:56 PM
steeples
Lightsynth Today at 10:56 PM
So?
vendetta06 Today at 10:56 PM
steeples are half the content of towers
Lightsynth Today at 10:57 PM
Okay, so what?
What point are you trying to prove with: "It's a subrealm"?
vendetta06 Today at 10:57 PM
why do you turn everything into an argument
it's exhausting
Lightsynth Today at 10:57 PM
This again?
Does everything I say or disagree with you somehow turn into an argument?
Array Today at 10:58 PM
why does this have
so many god damn beatblocks
Rem Today at 10:58 PM
Beat block
zulpiz Today at 10:58 PM
t he beatblock floor sucks
its the hardest floor and its all outside
Lightsynth Today at 10:58 PM
Why can't we just come down to some sort of compromise?

We did hold a meeting about this issue between me and Vendetta06 once again, and while Vendetta06 and I talked and discussed about our issues with one another, it ultimately didn't do anything, as he still to this day lies, manipulates and tries to disprove anything that I say nowadays, as long as I "don't have proof" in his words and continues accusing me of starting arguments or fights, when in reality, all of this, including the proof he asks me for, is locked behind closed doors in the JToH Team-exclusive channels, or has most likely been outright deleted in order to, yet again, cover up potential drama from stirring up and sweeping it under the rug for potential new staff or developers to not see.

Are you starting to notice a pattern here?

Jukereise DMs
https://i.gyazo.com/fd3e591e1180f5830b3783f8a3eacbac.png
https://i.gyazo.com/2da39fab39fd697eab2d5096cf97455a.png

Again, this subrealm, just like Garden of Eeshøl, ended up releasing without its palace, neither did it release with a Hezdon-themed boss fight. It's just kinda there now and doesn't really serve much purpose except for doing a few extra towers, I guess.

Oh yeah, and Silent Abyss, too, which I felt committed the same mistakes as GoE's contest did, where the entries absolutely do not fit Ring 5 or midgame progression standards or try to have gameplay appropriate for people around the skill range and understanding of level design around that point in the game's progression.

It just feels so weird and jarring when looking at it from this perspective, as it's situated in Ring 5 where standards are meant to be lower, yet, the JToH Team that made up the judges for that contest ended up accepting Silent Abyss entries that would have like Zone 7 or Zone 8 standards applied to them.

Again, a dumb and avoidable fuck-up if they had just enforced that people should stick to midgame progression gameplay, in my opinion.
(*Rings 4-7 or Zones 4-6*)

Chapter VII: Halloween 2022

Picking up the pieces from Halloween 2021 was pretty much a chore for everyone involved, especially since almost all of the clientobjects included in the steeples required to have their scripts use the V5.45 kit scripts and be fixed up on top of that.

We did thankfully manage to do this several months in advance before we started working on a new and more concrete idea we had for the lobby this time around, especially with DispensableArray now back on the team to act as the head honcho for how the halloween lobbies and ideas were going to work to help act as a motivator and getting the ball rolling this time around compared to last year, so already, this was a huge step in the right direction for the event season.

Originally, the lobby was meant to be a hotel akin to Luigi's Mansion 3, until it was eventually turned into a JToH Headquarters area, which you all know as Eclipsed Headquarters.

Some of us weren't really on board with the idea initially, but as we kept working and developing on it further, alongside incorporating the lore into the theme of the event, it started to grow on even the people that were skeptical, especially since I assigned myself the job of getting the "filler" floors worked on, where the elevator buttons would be collected and came up with decent ideas for what should have been included in them.

Then, of course, I helped give feedback and suggestions to the steeples after they were finished, with permission from its creators.
Steeple of Headstone Evocation was very good and I had almost no problems with it, although, Steeple of Forsaken Anguish was in a very unpolished state before the event released, especially since it was lacking indication and had a very frustrating final floor, with a maze that was basically far too easy to get lost and confused in, on top of being tedious to navigate.

Same story with Steeple of Blighted Blazonry, as it had gameplay that, in my opinion, would feel too hard for a Ring 1 player that wanted to try out the event, especially as its gameplay was absolutely not appropriate or suitable for the skill level required to beat this event, especially if you were a new player that suddenly had to adjust to very modern-like gameplay.

Although, what I was given in return for all of this feedback in order to make the event as accessible as possible, especially by SoBB's creators alongside the JToH Team, was that my colleagues that made up the JToH Team told me that Ring 1/New Player standards should not apply to event steeples, which I find a flawed argument, as most players that are going to do these events are going to be new players that don't have the same skill as the veteran players, whom have stuck around much longer, and throwing these complicated mechanics and obstacles for them to look out for is

something I don't agree with, especially when it comes to making the event as accessible to every player to keep them sticking around.

I think the only tower that managed to execute this right was Steeple of Headstone Evocation, with Steeple of Forsaken Anguish managing to fix most of its issues up and Steeple of Blighted Blazonry not executing it as well, but was still good in its own right to people that are familiar with the more modern gameplay in the newer areas around this time.

Jukereise DMs
https://i.gyazo.com/92ec8f03beb52a823c1f42b238342888.png
(*Still haven't gotten payment for this treatment from a majority of the JToH Team, by the way.***)**

Thankfully, most of these issues were remedied upon launch date, and the same goes for Steeple of Blighted Blazonry, which had lighting issues that made seeing what's on your screen a bit too hard because it was too dark, coupled with the waiting simulator that was the interlude sections during the boss battle, though, I do still think SoBB was a bit too nasty in terms of a spike, especially if you're a new player not accustomed to the gameplay found in the earlier rings and zones.

All of the steeples were in decently good shape, and the boss was solid, despite the fact the boss' second phase drew a lot of ire due to its sharp difficulty spike compared to everything else in the event, and it probably should have been nerfed to some extent to make it better for the people that had too much trouble against it that ended up with its hatred in the first place, even if Gammattor was against it.

Then on launch, everything seemed fine.
Everyone was enjoying themselves, playing the content that was promised for 2021's Halloween Event, and so forth.

Well, outside of one glaring issue that everyone in bug testing forgot to point out:
The elevator buttons that you'd collect, for some reason, were all server-sided.

Welp, cue the drama and issue reports.

People legitimately abused this feature as soon as it was discovered, to a point where Gammattor was having a complete mental breakdown in the #dev-chat channel from all of this because:

1) The bug in question was very hard to fix, let alone figure out how to fix, even for Gammattor and other scripters on the dev team.
2) He was utterly swamped with homework and schoolwork at the time, which caused him a ton of stress, now on top of this screw-up on the bugtesting team's behalf for not catching it sooner.
3) He and his dad had an argument with one another either that day, or a few days prior that affected his mental health when this was happening regarding his education, which he probably should have focused on first.
4) The bug came so suddenly and out of nowhere, especially since no one on the bug testing team reported this in the first place, adding even more pressure and stress on the developers, especially Gammattor to try and fix.

I don't mean to be disrespectful to Gammattor, but publicly stating at one point in the public channels that you're going to be fucking killing yourself over this, a game on Roblox of all things, with you now having deleted the message to cover this up and sweep under the rug really rubbed me the wrong way, especially with you having a nuclear meltdown in the dev chat on top of this, too that affected the morale of basically everyone in it.

Again, you're covering this kind of stuff up to save face for yourself, rather than confessing yourself to doing this, which makes it all the more suspicious and evident that you're not right in the head, but we'll get to you after my development history, trust me.

If your mental health is SO bad that you are getting pissed off and having a mental breakdown over a virtual game with a niche playerbase which, let's be real here, you're only profiting off of Vertical Mobility and nothing else, then it's about fucking time you reevaluate your life choices and start to focus on your education and life rather than JToH, much like how I started to do around this time.

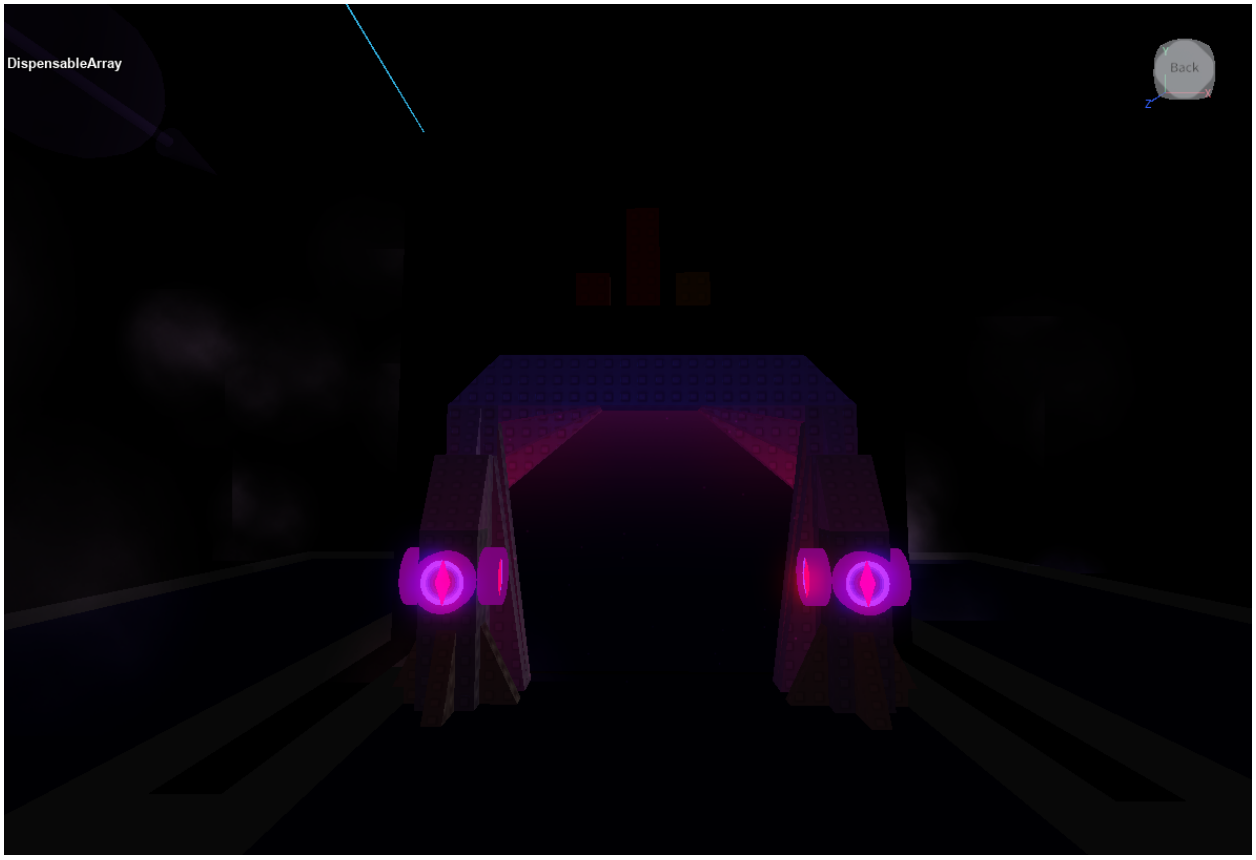
Having a mental breakdown over this just isn't worth the time and effort.

Thankfully, we did manage to initially slap a bandaid fix by making the event singleplayer only, and later on, Synnwave, who is now a developer for the game, came in to help us with the issue.

Synnwave was a very known scripter when it came to fan games and other games that had script-related issues, and with some tinkering and work on his behalf, presto, the event was properly fixed with a script he provided Gammattor that managed to make the elevator buttons no longer server-sided and function proper, and now everyone

could play the event again on multiplayer without any issues, which already helped give him a pretty good reputation on the Discord server and the JToH Community.

Also, let's talk about this citadel portal that was on the secret unmarked 10th floor, which people were hyped to see a citadel make its appearance here.



This portal was originally meant to be unlocked by finding a secret 10th button that you'd start a hidden quest for by finding a CoHP-style radio somewhere in the 2022 Halloween Lobby, and then having to go to the Pit of Misery to find another radio that would tell you where the 10th button is located.

Why Pit of Misery of all places?
Because I wanted to make the giant glowing eyeball hovering above CoHP, who was going to be the final overall villain and boss of the CoHP Saga, be an entity that originated from the Pit of Misery in terms of its lore and be related to TC and the Ensemble of Souls, the latter of which that Jukereise had recently come up with to be the final boss of World 2.

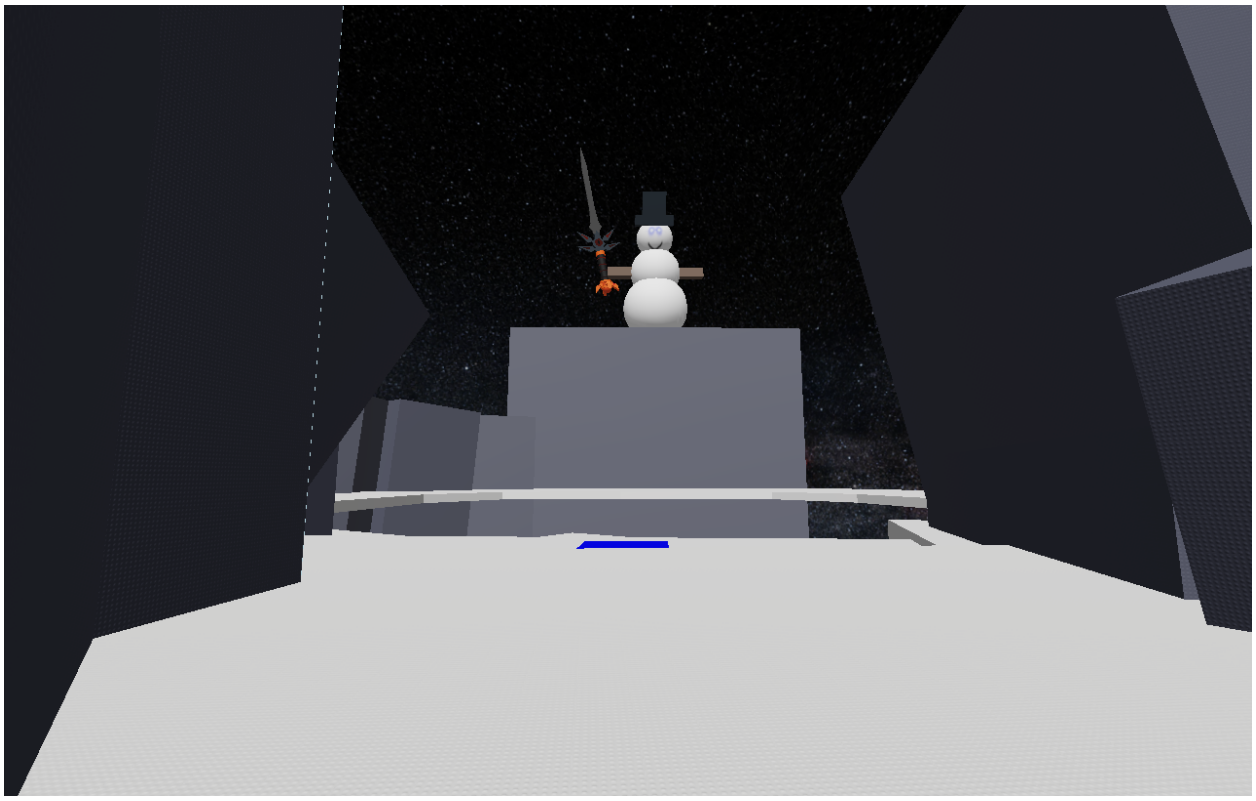
If this was finished on time, entering the citadel portal would have teleported you to a place where you'd be teased with the final CoHP Saga citadel, which would have been Peak Remorseless in terms of difficulty, with numerous CoHP-style clones of the

previous Halloween bosses lined up in front of the citadel in an army formation before booting you out of the game, and that it'd be available around next year's Halloween.

Obviously, this is never going to happen now with me having lost my developer role and now having left the JToH Community, so this is an idea that's basically never happening, unless I decide to make it for fun more than anything.

Overall, despite the issues this event had, it was still a ton of fun to do!
It's just a shame that I lost all of my progress from the steeples that I initially completed when the bug was present, which demotivated me from wanting to play through the event again, on top of having other things to do that were more important than this.

Chapter VIII: "Christmas 2022"



This is literally about the only thing I managed to make out of this event before I was booted off the curator and dev teams.

Yep, just a bit of terrain, a placeholder for the Christmas 2022 boss looking down at the whole lobby, which would have been a gingerbread village and that's it.

None of the developers were actually motivated to work on this at all, and what ended up happening here was basically a repeat of Halloween 2021 where the game just got a christmas reskin with some special christmas challenges and a team-based system.

Vendetta06 did attempt to delay this event to become a Winter Event, but that didn't even happen, and it was canceled outright.

Whether or not the ideas from Christmas 2022 will be used for Christmas 2023 year, only time will tell.

Chapter IX: PERMANENT DEMOTION

And now here we are, at the end of my development history.
So, what's the ultimate reason for why I got demoted?

Well, it's rather anticlimactic, to say the least.
It was around sometime in mid December, it was on the 12th that I was grinding Tower of The Dripping Amalgam, fresh from having beaten Tower of Suffering Outside, which was my first Extreme-difficulty tower that I had ever beaten.

Suffice to say, my mental health was horrible, like it usually was around the winter season.

I was consistently loop failing certain parts of the tower and getting increasingly pissed off, which added to the overall frustration, and prior to the grind, I was shouted and chastised at by the staff member working their shift that day at the sharehouse I lived at for not doing my chores and it affected my mood with how isolated, lonely and miserable I was feeling overall, with none of my housemates wanting to do anything with me and me myself having nothing to do.

I was simply having, what you could generously call it, ***a bad day.***

Memories are rather vague about what exactly happened that caused this incident, but from what I could remember, I saw people abusing a skip on Floor 1 that skipped them straight to Floor 3 via abusing heli powers to clip through the frame, with zero risk or effort required on their part, as the skip allowed people to pretty much skip zero checkpoints.

I still recall hammering people to death out of frustration and rage, mainly those who abused this gamebreaking skip that essentially allowed you to only do 8 floors of ToTDA

rather than the usual 10, just for using a very cheap gamepass that you can exploit and abuse so much with, which I still wonder why it hasn't been made a boost item yet.

One of these people, who was unfortunate enough to meet my wrath, had pressed the second progress button on the tower and had played the tower for almost 2 hours in one sitting, only to get it completely stripped away from me because he abused heliclipping to skip the first two floors outright and was caught in the middle of the crossfire.

Then, when people in the Discord server pointed it out and Tintom495 got to me about all of this, I just broke then and there, lashing out at them for abusing a skip that wasn't intended and undermined the difficulty of the tower. The drama eventually got too out of hand and, out of desperation, asked Ragna to demote me after a meltdown in the dev chat.

Ragna DMs
https://i.gyazo.com/8e6b00c76c6032362590d872fc2fd3ea.png
(Free to come back once you think you're ready? Why did you and the rest of the JToH Team suddenly change their minds on this, then? Also, apologies for the "fuck you." on my behalf.**)**
https://i.gyazo.com/a506d225884d5b3711a9c5cf95352398.png
(Keep in mind, I was very, very unstable around this time. Ragna, whether or not he wanted to tell a white lie towards me or not, he reassured me that I would get developer again when I got better, but look at where we are today now.**)**
(I don't have my developer, nor my curator roles back after I returned, so thanks a lot for falsely reassuring me with this lie of yours, Ragna. Later on, I went to go work overtime and had a chat with my co-workers about the situation and how abusive and horrible it was to work under the JToH Team's thumb, and they, understanding the situation I had told them and being actual good and understanding colleagues of mine, helped push me to to go and speak out about it in some way shape or form, which is what I'm doing right now with this very document that they've shown their support towards.**)**
https://i.gyazo.com/949690fad513bbd01ac2ff1cfc0aa0a6.png
https://i.gyazo.com/8932a74d08c592d83969d09266da716a.png
https://i.gyazo.com/3dac9390aff752cb2ecc4d9f1adee6d6.png
(The whole JToH Team had every chance to force me to go take a break like they did with 2019, yet, never did so, and just left it to my own devices rather than looking out for your own team members, which is essentially neglect on the JToH Team's behalf.)
(Regardless of age, you guys had a huge responsibility for ensuring everyone's mental health was in check, and blew it hard.**)**

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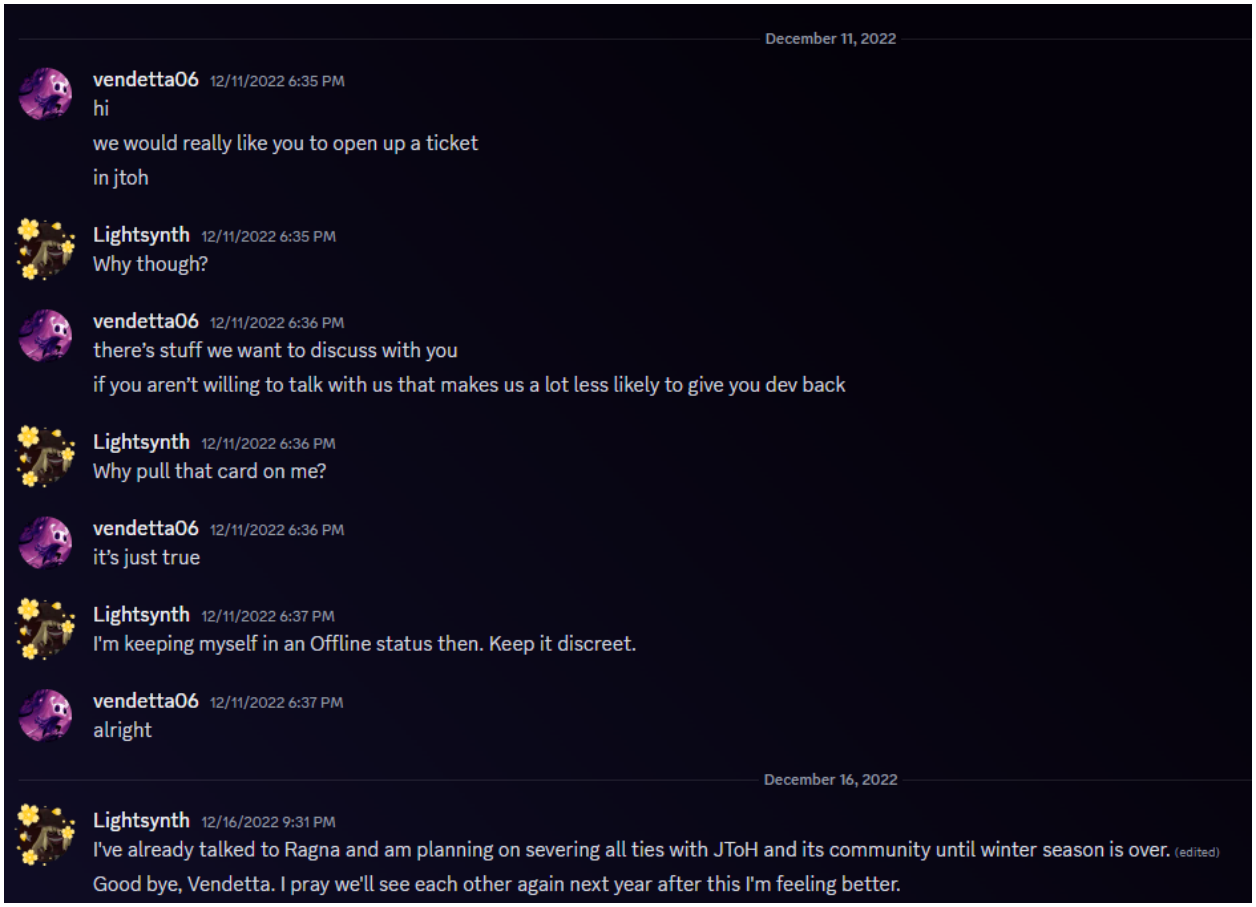
https://i.gyazo.com/77179f69b74e451bed9456007233fd23.png
(Mind the time gap between Ragna's message and mine after Vendetta's message.**)**

When I left the JToH Discord, I can't exactly recall what else happened after that. I do recall being asked to come back to the JToH Discord by Vendetta and to open up a ticket.


December 11, 2022
vendetta06 12/11/2022 6:35 PM
hi
we would really like you to open up a ticket
in jtoh
Lightsynth 12/11/2022 6:35 PM
Why though?
vendetta06 12/11/2022 6:36 PM
there's stuff we want to discuss with you
if you aren't willing to talk with us that makes us a lot less likely to give you dev back
Lightsynth 12/11/2022 6:36 PM
Why pull that card on me?
vendetta06 12/11/2022 6:36 PM
it's just true
Lightsynth 12/11/2022 6:37 PM
I'm keeping myself in an Offline status then. Keep it discreet.
vendetta06 12/11/2022 6:37 PM
alright
December 16, 2022
Lightsynth 12/16/2022 9:31 PM
I've already talked to Ragna and am planning on severing all ties with JToH and its community until winter season is over. (edited)
Good bye, Vendetta. I pray we'll see each other again next year after this I'm feeling better.

I did as he asked, and opened up a ticket where we would talk about what had just happened, although, that really didn't end up being the case.

What actually happened, was that StalledStorm775, Dian and many others in the JToH Staff Team were pissed off at me, which didn't help the mental health problem I was suffering from one bit and only made it worse when I was being ganged up on by the entire JToH Staff Team. They didn't help comfort me during this discussion, neither were they trying to understand the situation that was going on, and they ended up being extremely confrontational, insulting and calling me an idiot and treating me horribly for this "idiotic screw-up" on my behalf, rather than trying to be professional about all of this while I was having a mental breakdown during the discussion.

It was just horrible all around, being interrogated like this in this very channel by the JToH Staff Team that I had worked with since 2019, even Dian, whom I had previously helped get DispensableArray back on board the development team, was being extremely chastising, confrontational and hostile towards me.

It especially felt like I was backstabbed so hard by Dian, whom, again, I had helped with sneaking Array into the Thanksgiving tower behind the staff team's backs with none of them knowing and outright supported in getting her back on the development team, so this sudden turn from him especially felt like it came off as an absolute betrayal to me.

In a moment of clarity, which I can still recall despite some of the foggy details, I told them that I would take a break until Spring this year, and then come back with overall better mental health, with us ending up agreeing to me being repromoted before I just exiled myself from the server at that point, not even touching it until March 4th this year.

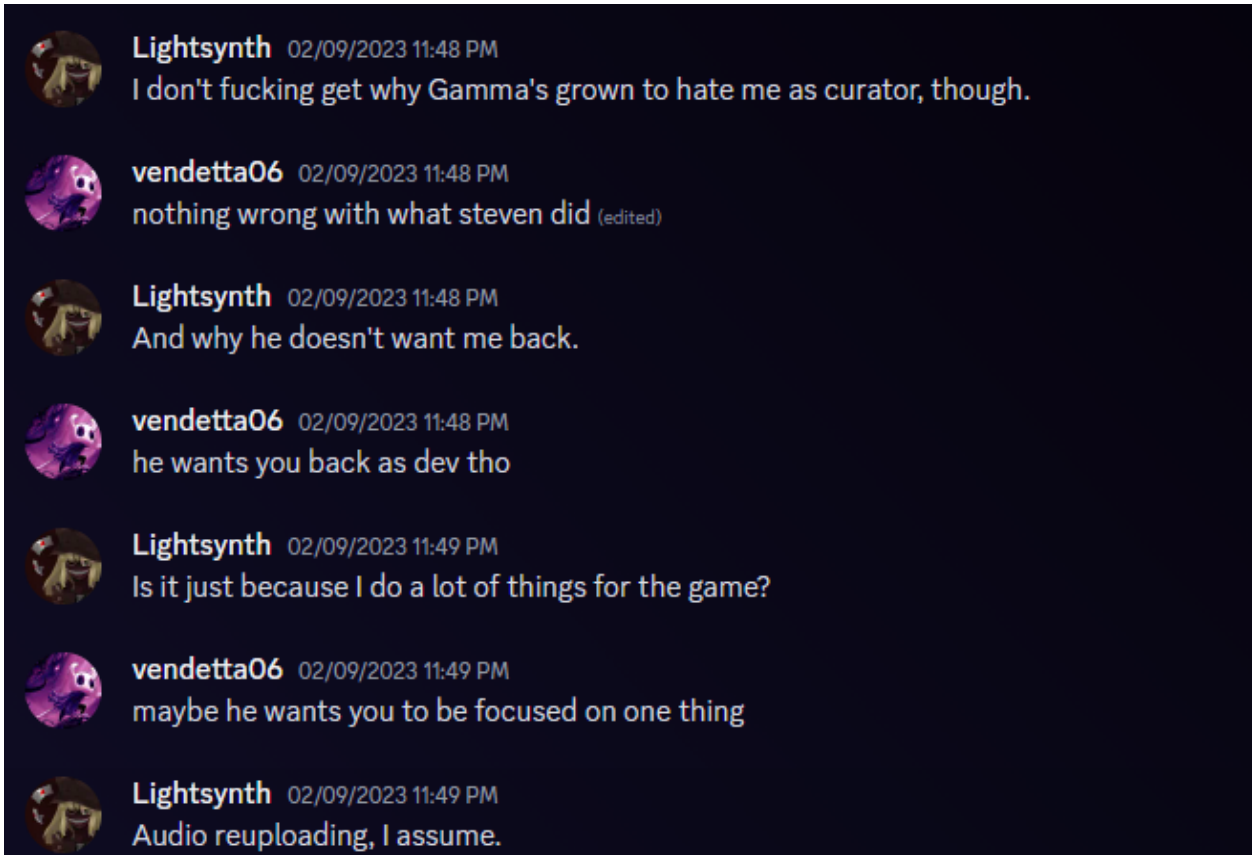
Yeah, that promise of me getting repromoted was a huge lie to my face.

Remember back when Array told me that they wanted me out of the JToH Team around the event season of 2021, back when I stuck around her and listened to what she had to say rather than isolating her like everyone else?

Well, here's where they finally took that opportunity to pretty much finalize their decision in demoting me permanently after a discussion behind my back in the JToH Staff Team channel about the whole thing, with no chance of regaining either of my curator or developer roles again, despite Gamma having said himself through Vendetta that he wanted me back on developer.

Thanks a lot, you lying sack of shit.
You claim you find me untrustworthy as a developer, Vendetta, yet, here, you, alongside Gammattor, were being blatantly hypocritical with lying to me with a promise such as this.

Who do you think is more untrustworthy in this scenario?


Lightsynth 02/09/2023 11:48 PM
I don't fucking get why Gamma's grown to hate me as curator, though.
vendetta06 02/09/2023 11:48 PM
nothing wrong with what steven did (edited)
Lightsynth 02/09/2023 11:48 PM
And why he doesn't want me back.
vendetta06 02/09/2023 11:48 PM
he wants you back as dev tho
Lightsynth 02/09/2023 11:49 PM
Is it just because I do a lot of things for the game?
vendetta06 02/09/2023 11:49 PM
maybe he wants you to be focused on one thing
Lightsynth 02/09/2023 11:49 PM
Audio reuploading, I assume.

I ended up asking Blocker to send a message to everyone in the JToH Discord's #epic-stuff channel about my break from the game, but he didn't even send it.

Either that, or it got deleted, or denied by the JToH Team from being put up in the first place in fear of it causing drama and adding fuel to the fire. Rather than sweeping this under the rug this time, though, they ended up using this very incident to publicly shame and humiliate me, further adding on to my bitterness and dislike, now bordering on hatred towards the JToH Team for basically encouraging people to talk about this and making me look so horrible when in reality, all of the abuse, neglect and mental health issues that stemmed from JToH ended up leading up to this, and I was basically fed up.

Blocker DMs
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https://i.gyazo.com/7b3862a5a1ae3f12a5a9e2398900512f.png
(Yeah, this ended up being true, especially as most JToH Team members have shittalked me to hell and back and blaming a lot of stuff on me ever since my demotion.**)**

I did also try asking Ragna about how the Christmas event around that time was coming along, and if there were any updates, but he refused to answer me, which more than confirmed my suspicions that I was going to be given the same treatment as Clloy had been receiving since he got demoted after Ring 7, and as evident with them talking shit about me at every opportunity and never recounting anything positive that I contributed to the game, despite everything I've done for them, the community and for the game since 2019.

It sure is evident that they are content in wanting to remain in wanting to shittalk me, regardless of how much I've contributed to the game's development, especially from Gammattor, all because I ended up failing Tower of Uncontrollable Ire for being in an unpolished and rushed state.

Ragna DMs
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https://i.gyazo.com/e04ab934206a8d742dd2e425e002c58c.png
https://i.gyazo.com/ca26ee1e2aecc6cdaee0e99ee82a5c3f.png

And with that, ends my final year as a JToH Developer. Ending it on a bitter, sour note of hatred, spite and contempt towards the JToH Team and to an extent, the veterans of the JToH Community that I had grown to know since 2019, them having essentially abused, neglected and treated me as a minority for them to look down on and ridicule at on my final year and turning against me.

I, for a lack of better word, had simply reached rock bottom.
Once you hit rock bottom, though, things tend to get better, even if it takes a bit of time.

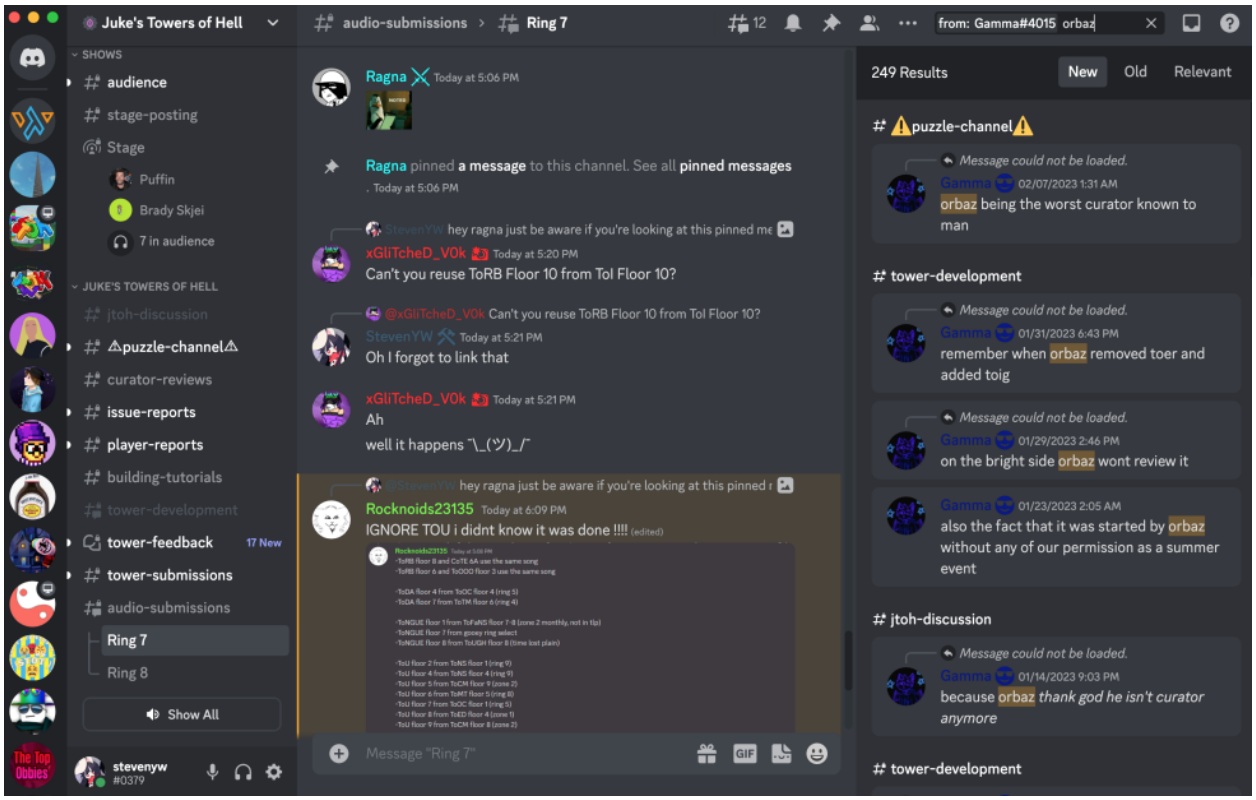
2023 - C'est Fini JToH

Chapter I: January, Mental Health Recovery

So there I was, spending that 2022's Christmas and New Year's with my family that December and spent the month of January recovering my mental health and looking back on everything that had led up to this. I realized how scummy the game's overall business module was and how the JToH Team had pretty much been exploiting and feeding from everyone's work for their own benefit this entire time, alongside doing actual jack shit to fix up anything during my time spent as a JToH Developer, even if it was something such as making the game more accessible to new players, which was planned, but has never been gotten around to.

I did update Ragna on my situation some time in mid January, and wanted him to send the message further to the JToH Team about my mental health and situation. Whether or not he did it, I do not have an answer to that, but he does.

Ragna DMs
https://i.gyazo.com/a3e42e7fee55654037bdc99162885c4a.png
https://i.gyazo.com/ca373c89c1fcb5c84a226ab2529da021.png
Also, around late January, I discovered what Gamma had told about me to everyone behind my back while I was away from the Discord server from StevenYW, who was a collaborator of mine back when I was recovering audio for the game and a huge asset in getting the songs ingame back up and running, on top of me adding quality of life changes and updates to the game's areas and towers whose areas got their audio recovered.



Yeah, those messages on the right is him making me out to be some bogeyman out of context for the sake of making me look like a bad curator, despite me having done so much for the game out of sheer passion and love for it, and this is all of the thanks I get in return for contributing to the game?

Thanks a lot, shitwad.

And that's not even getting to the fact that I was also working on a "comeback" tower of mine called Tower of Falling In Agonizing Trauma, an Extreme difficulty descending GBJ-based tower.

While people that played through it enjoyed most of it, it wasn't until people from the JToH Community like Clloy and some other known JToH tower builders caught wind of it and started to show their distaste towards it, and with Clloy in particular being such a huge influencer with how much he's contributed to the game, whether he does it intentionally or not, had made others also start to dislike the tower, which affected my morale to work on it any further and just made me quit wanting to work on it entirely.

This pretty much made me realize another thing: The tower building community nowadays is an incredibly hostile, competitive and unwelcoming environment towards new tower builders that want to get something in game, or towards people that just want to enjoy making towers nowadays, especially with how absurdly high the standards for a passing tower is nowadays compared to what it was like back in 2019-2021, with more towers nowadays failing that towers passing now compared to back in the day.

But that didn't really stop me, as I continued to do what I did in hanging out and just being actively social again with my friends, rather than constantly sticking to JToH like I usually did when I had the developer role.

Chapter II: February, Zone 8 Polls

Thankfully, around early February, my parents and I sat together with the leader of the sharehouse I had lived at around this point for around 2 and a half years at this point to talk about me moving back to my parents' house to live with them, until I get an apartment for myself.

Prior to this, I had written a huge list of upsides and downsides, with the list of upsides for living with my parents heavily outweighing the upsides for continuing to live at the sharehouse, as I had a lot of problems that contributed to the mental health issues and overall isolation I had faced with for over the past 2 years now, barely even having time to spend with my parents or friends because of how I was so heavily bound by the rules of that place, such as being forced to do my chores or being punished for not doing them properly at that date and time, despite the fact that doing your chores shouldn't be so one-dimensional in the first place, and that they don't necessarily NEED to be done at that specific date and time.

So, eventually after talking it out, I started packing the day after and eventually, my parents came to help me with moving out.

With one final chocolate ice cream cake that I had made for everyone to enjoy before leaving, I sat in my dad's van along with my mom, and went back home to my parents.

The feeling that washed over me when I did come back home was tear jerking, and in the happy sense that I felt as though a humongous burden was finally lifted off of my shoulder that day, alongside a huge contributing factor to my mental health issues being taken off me.

Throughout February, I took even more time to recover my mental health, host social events with my friends, go out with them more, alongside just doing what I like in general when it comes to hanging out with my friends and family. Things were actually going very well for me, socially and what this ended up doing was open my eyes on how isolated and lonely it had felt working on JToH as a whole, especially since most of the JToH Team are very introverted people that don't really care that much for social gatherings and stuff outside of JToH-related topics, and I just… didn't really get along or vibe with a good majority of them, especially with my history with them, as I've gone on for long enough with how neglectful and abusive some of their members have been towards me in the past.

My distaste towards Gamma and the JToH Team grew exponentially throughout this month, though.

Not because I hate what they're doing with the game and making bad decisions left and right, but about the crap they badmouth about me and slap my name on to give people a scapegoat to blame for their issues, and still do this to this day, rather than actually bothering to let me fix up these mistakes that I made in their eyes, which they didn't allow me permission to do and would usually come up with the excuse of: "Leave it there as a lesson.", only for it to suddenly be okay for them to do it.

Logan_ISL DMs
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https://i.gyazo.com/b32773b26c63eadc9a22eea9131c118b.png
https://i.gyazo.com/81742524dba191ecc26f3781add6bd48.png
https://i.gyazo.com/accd3d25aadd31cf71a074fc9c2269fc.png
https://i.gyazo.com/be20d9f9566a6b59c11514d5aedffb75.png

I even ended up confronting Ragna, who I considered a friend for being a fellow TF2 enthusiast and player and one of the few remaining JToH Staff Members that I could have considered a friend around this time, about the Zone 8 polls, and wanted to know if my towers were considered for the zone.

Ragna DMs
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https://i.gyazo.com/be4197f6b9a6ab1d6db0f4e0e1e4095e.png

As disappointed as I am with him not being transparent about the results, or about my towers being considered, I frankly feel horrible for how Ragna was put in this situation, especially with how he isn't even allowed to disclose or reveal the Zone 8 poll results and what got considered and what didn't by the JToH Team.

To be fair, I understand where he's coming from, especially since leaking this kind of information during tower polls as to what got considered would have been considered worthy of punishment if it ended up getting leaked, which is something I massively disagree with as not revealing the results, or what gets considered tends to start up even more arguments, fights and drama than what Vendetta06 claims.

However, I did not like how Ragna had basically distanced himself away from me post-demotion, to a point where he wouldn't even tell me what's going on within the JTOH Team, or what's going on with the community or the game while I was away, outside of the JToH Team banning Punkynil because of their incompetence, as I've already talked about, especially since I would always be the one starting the conversation and not the other way around.

At this point, I felt like he kind of just… up and left our friendship that we both had with one another then and there, especially coming from the fact that he never even bothered to check up on me during my hiatus, at all.

Oh yeah, speaking of Vendetta06, Ragna told me to refer any issues I had with the game and how its management and community to him about it.

So I did. And expectedly, everything I said that was a problem, he deflected back into my face rather than take it into consideration.

I will also be giving more detailed explanations this time around, compared to what I said to Vendetta06 in our DMs together, as I was in a troubled state at this time.

Time for me to tear these deflections of yours apart, Vendetta.

Vendetta06 DMs

1) https://i.gyazo.com/5e717213b0137bf055f1031006018e24.png

Vendetta, a lot of players in the community nowadays, especially players around my era are tired of seeing the same modern trends and level design be used for towers over and over again, especially as a lot of the newer towers nowadays feel like they do the exact same thing with pandering to modern standards a lot when it comes to their enjoyment, gameplay, design and creativity.

We want simpler towers back, because they were more fun to speedrun, easier to play through, and didn't require a bajillion or so mechanics and gimmicks just for the towers nowadays to pass in order to appease a broken, flawed standard that was imposed upon not just by you, but the JToH Community.

Every tower for me nowadays, especially in the more modern areas of the game feels like playing the same thing over and over outside of a new coat or paint or different layout, yet, has the same cookie cutter gameplay and level design, and it's frankly become so tiring to see time and time again.

As for the Zone 8 towers I'm referring to, there's Tower of Melons In Time, Tower of X Madness, Tower of Never Ending Fun, Tower of Flame Restoration, two of which I previously voted no on for very good reasons during Zone 7 polls because of how dreadful they were to play through without noclip, and even some of the more popular tower picks are guilty of overly panderizing themselves onto modern trends you see in so many towers nowadays, since your curation standards enforce this in the first place.

2) https://i.gyazo.com/964911d00c4ba72809fc9e0a5b4a441c.png

If you did listen, you would have listened and answered people that wondered if their towers got considered for polls or not.

If you did listen, you would have told everyone what was bug tested for the upcoming area and what wasn't, rather than leave it hanging up in the air for people to guess.

If you did listen, you would have included towers that were frequently in people's prediction lists and wish lists rather than you yourself going through them and determining what gets considered and what doesn't.

If you did listen, we both could have ended up not having had so many arguments and fights to begin with.

If you did listen, we wouldn't have been in this mess in the first place, and I wouldn't be writing this document.

And, on top of that, if you did listen, you wouldn't have let so much drama and incidents, such as the Punkynil Incident that I'm going to talk about very soon spiral out of control like it did, alongside several other pieces of drama that you, alongside the rest of the JToH Team, swept under the rug and allowed playground rumors to spread like wildfire rather than clear it all up.

As for people that are complaining about towers being too simple, the only people I could see doing this are people that lack actual understanding of good level design and those that just want to feed off of the slop you all put on their plates, such as the modern trash you all keep serving them that, for players such as I, I don't find this content enjoyable to play through any more, compared to the towers from the previous years, such as 2020 and 2021.

A lot of CIloy towers nowadays also feel so samey and go for the cookie cutter approach, which contributes to people complaining about the "too many CIloy towers" topic, especially the oversaturation of towers styled around them, coupled with similar towers, which all have some kind of problem in them, such as being too boring or uninteresting, or the other way around, being too tedious and frustrating to play through and never being executed well in gameplay and enjoyment.

Especially in regards to 1fren6, who now has ***3* of the Catastrophic towers in the game now at this point, yet again, the lack of creator variety that you promised to include in upcoming areas since Zone 6 being pretty much a straight-up lie that you made to satisfy the community and keep them in check from revolting if they ever found out about this.**

3) **https://i.gyazo.com/abe855ed104fa5923f9a7859112373b1.png**

That's because I don't have access to your DMs, or you wouldn't show these people complaining to you about these issues in the first place, which you most likely left out on purpose to make yourself seem right in this scenario. Don't even try to excuse yourself out of this, either, as you've in the past had a tendency to do this repeatedly by making your opinions on matters seem like the right opinion in the past.

You telling me that I make such a "Bold claim" is so untrue, and you could easily help back it up yourself with DMs you could have potentially have had with people that complain to you and the rest of the JToH Team about their issues with the game, considering just how powerful your role is, not to mention how much you've abused it and sown fear among the JToH Team members.

And even if that isn't the case, what about the people in the JToH Discord that consistently complain about the towers in the game? Especially some of the tower picks for Zone 8 which have its fair share of haters? You, alongside anyone else on the JToH Team, for that matter, have the power to fix the hate these towers are getting by going in to touch and improve on them, yet, are too afraid of doing for the sake of the community blowing up in your face, when towers in the past have gotten updates, especially towers that received Quality of Life changes and updates before upcoming areas released, which, oh wait, you won't let anyone do, especially since I in your eyes, was not going against the norms you wanted to impose on everyone else.

Also we kind of did do puzzles for Ring 9.
Not for revealing the confirmed towers, but for trying to get into the Catastrophic towers that were picked in the ring, and to an extent, we did this prior with trying to gain access to the soul crushing towers, and this overreliance on puzzles has only continued to grow and has become oversaturated to a point where it's become more annoying than interesting or fun, just to try and get into the SC people want to play through, unless if they specifically look up a guide or ask for help, which they shouldn't even be doing in the first place unless if it's a last resort. That's a badly-executed puzzle there, no questions asked.

And this notion of yours to keep content and upcoming areas secret just kept on being enforced by you repeatedly, especially around Zone 6 where *<u>every</u>*. *<u>single</u>*. *<u>damn</u>*.*<u>tower</u>* that was confirmed had to be solved through some kind of puzzle or ARG, like, come on, it's already growing old and people are just too afraid of telling you this because that would go against your developer intent.

Especially now for Zone 8, which every single tower and even Citadel of Pyramid Escapades, has had a puzzle made for them compared to around Zone 5, where we simply revealed the tower after all the slots are filled out, which I wish you all could go back to now rather than ALWAYS rely on puzzles for revealing towers rather than going back to the Zone 5 way of revealing towers.

It's gotten fucking ridiculous as shit and prolongs a tower confirmation to an unfathomable degree, and also creates so much unnecessary hype that also leads to some tower creators expecting their work to be confirmed when it really wasn't, which contributes to their disappointment and lack of motivation when they also don't even get to know if their tower got considered at all. Some people even ended up LEAVING the JToH Discord and the community, because they were so disappointed and were hoping that they got their tower ingame, when it really didn't and has caused so drama to occur, contrary to how you think.

So it's about time you drop this retarded ass system and start going back to how Zone 5 polls were like, where we'd pick the towers we consider good enough for the game, then reveal the towers after all of them in that section of towers, such as Beginner Towers or Psychologically Unsafe Towers are picked for the upcoming area.

Simple as that, this puzzle shit has grown too boring and repetitive nowadays.

4) **https://i.gyazo.com/c961600840025d8ba3d9b37d133491c9.png**

I've seen time and time again that people of a higher rank usually get listened to more favorably than a player with a simple "Verified" role, and that their requests usually get ignored. Basically, it's a caste system as is right now.

You and the other JToH Team members have your DMs to back this claim up, you just want to keep ignoring this issue for as long as possible out of negligence and we've butted heads several times in the past for the pettiest of reasons, so I wouldn't be surprised if you were trying to act smug here and think that you're right here by not showing me your DMs in order to try and disprove me.

Also the simple fact that I can't find the evidence, *because I can't access the fucking dev and staff chats that you and everyone else have barred me from seeing!*

And your point about keeping poll results a secret is so bullshit, as it *HAS, PLENTY OF TIMES IN THE PAST,* caused issues and people to get pissed off, because of a different reason.

They don't know if their tower or citadel got considered or not for the polls, or found out how it did against its competitors if it did get polled from someone else that actually leaked the results to them, and it's frustrating to find out if it's good enough for the game or not when they have to actively waste a resubmission and

probably be forced to give the tower a major revamp if it fails on its final review, just to find out if it's good enough or not.

5) **https://i.gyazo.com/eff8f1a2d04992c857c290042e51653f.png**

Because Tower of Round Platforms itself already was a shit tower to begin with and you could accept that.

I could not with Tower of Purified Illusions' revamp or Tower of Trigonal Descent with Zone 8. And there's times where I have asked for criticism and feedback on ToPI and ToTD, only for people to just say it's really good and that they don't have issues with them. At most, very minor issues that are preference.

And why not reveal their placement? Because you're afraid it's going to start issues or drama? It's not, you're actually going to start more drama and issues by leaving them in the dark about it, sort of like ignoring dust in your room until there's too much for you to undust, or, yet again, letting playground rumors spread like wildfire.

6) **https://i.gyazo.com/e20bc71c5891ae18b3c276348e03bb7c.png**

You DO have a fucking answer as to how ToPI and ToTD performed, you just don't want to reveal them to me, because you're afraid that it would start issues and drama, when it would just satisfy me with a simple: "It didn't get considered for polls, because <reasons>" or "We didn't think it was good enough." along with answering some of my other questions and giving me feedback on what could be improved.

Basic customer support, and you guys fucking suck at this.
You asking me if you'd ever lie to me is just blatant gaslighting on top of this, too, as you have lied in the past several times to me, too, such as promising more creator variety, which is no wonder why I keep lying back to you, because I don't trust you for having lied to me and vice-versa, it's a shitty back-and-forth between us that is never getting resolved.

As for the system, it's about time you fucking do something and change it for once.

How about you all actually reveal the poll results, so that people can actually rest easy and know if their tower got considered, or if they could know if their tower was considered for polls, but wasn't good enough, and could have a better shot next time, or that their tower is just straight up not good enough?

7) https://i.gyazo.com/8c60de351a302e08d57e4162f40e38de.png

Maybe you're right that I don't know much about you, and you're definitely right that I looked at 2019-2020 with rose-tinted glasses, especially with what I've written about it in this very document, such as the Nosav and Cronku dramas when those two were around, some as a result of the JToH Team's fault, or theirs.

That doesn't excuse the fact that there's still drama, tensions and fighting going on in the JToH Discord, especially in #general, #jtoh-discussion and #tower-development, not to mention the threads within the JToH Discord's channels.

All three channels, I find incredibly toxic and frustrating to be in, let alone have a discussion when all people seem to do nowadays is blame me or someone else for shit and push me away from participating in the conversation, or just straight up shittalking me or anyone else for that matter, especially in #tower-development with how hostile it's slowly becoming for new tower builders to keep up with modern standards.

Also who is this "everyone else" you talk about? Care to elaborate on that? Is it the JToH Team? VBs? Builders? Verifieds?

8) https://i.gyazo.com/72fcfffead702ceaf0e31ccfef88db5d.png

Simple: You guys don't even know what it's like to be in my shoes.

You all still live under your parents' roofs and leech off of them, while I didn't for 2 and a half years starting from September 3rd, 2021, and ended up maturing enough to live for myself, soon going to get my very own apartment for myself, as me staying with my parents now is a temporary thing.

And yes, I went on this side-tangent and yet, you linked it for some reason with Zone 8 polls and issues I have with the JToH Team.

Because you guys never considered the option to tell me to go take a break, or acted like fun colleagues to be working with.

I didn't like working with most of you, and it was fucking hellish working with people, all of whom had drastically different ideas for what makes the game better and what doesn't, especially for upcoming areas thanks to a negligent owner that can't even bother to set anything in stone for us to work with and give us ideas, suggestions or feedback to implement or revamp ideas that just don't work for an

upcoming area, which results in a fucking shitshow of ideas that conglomerate together into an upcoming area rather than a concrete idea for everyone else to work with.

9) https://i.gyazo.com/bbfbfb1dced7b34839520c37d361ee71.png

If hundreds of towers weren't polled, especially outdated towers, maybe it's time for you to mark towers that wouldn't stand a chance with a reaction that shows that it's becoming too outdated to get put into the game and will most likely be reserved as a monthly tower.

Also, such a double standard coming from you with not having time to give criticism to the towers sitting and rotting away currently in #tower-whitelist.

You, along with the judges for the Silent Abyss content gave reasons for why most Silent Abyss submissions weren't good enough to be placed into the Top 32 and Top 12, yet, you have issues trying to give criticism to outdated towers, over half of which can simply be chalked up to as: "It's too outdated and doesn't live up to the current standards.", or "The JToH Team didn't like playing through the tower."

That's all you need to do, and you already got half of the work done for you by then, which leaves you with only a hundred or so more towers to worry about, which you can briefly give a small statement as to why it isn't getting ingame or is getting considered as a monthly tower.

Also, if they want more feedback, yes, they can resubmit the tower, but what if the tower was reviewed on its final submission? What happens, then? It can't get more feedback than it already has, especially with it maybe even risking failing a review and going back to square fucking one if it was already reviewed twice, failed polls and now has to be reviewed one more time, just to figure out what went wrong and why it didn't get considered or picked for an upcoming area.

10) https://i.gyazo.com/ed5328ac003aa25f24ecedbe6b12d159.png

Then maybe it's about time for you to increase the amount of space you have for the amount of towers in each area. Other than that, let's talk about some of my points here.

There have been reviews in the past where the curator states they wanted the tower ingame, you can legitimately just look up a passing tower in #curator-reviews and find statements saying it could get ingame, anything

ranging from something like: “This could have a very good chance at getting ingame”, or “I would love/like to see this ingame” or something similar along the lines.

And it doesn’t help that the standards keep increasing so massively nowadays, because of the JToH Community’s most influential builders continuing to influence everyone to start increasing their standards to an abnormally wack degree that just ends with a product that’s not even fun to play through because of how overly mechanically complex it is with an inflated amount of mechanics and bloated with design and creativity sharted everywhere.

You people on the JToH Team need to stop giving in so much to mainstream demand and start scaling back on the overall quality so that it isn’t so bloody frustrating for not just me, but for other builders to try and get a tower ingame, let alone get it to pass with how bloated the standards are nowadays.

11) https://i.gyazo.com/b121727e9d4ca825a9c50e230a5d0808.png
And yet, this keeps on happening with Clloy, t_azk, 1fren6 and towers made by popular builders often being picked over everyone else, so it’s of no surprise that people will start calling bias when these builders hold such a significant monopoly over the game’s tower building scene nowadays, and people, whether it be on the JToH Discord or other servers that are JToH-related such as Ademiere’s River or AToS players will point this out, even if you try to say that: “It won’t satisfy everyone.”.

You yourself stated you wanted more creator variety back when Zone 6 was worked on in public, yet, you, alongside the JToH Team, continue picking the same creators’ towers over and over again.

It’s frustrating to see you keep lying and gaslighting me into thinking it isn’t as bad as I am making it out to be, because it really is THAT bad now.

12) https://i.gyazo.com/525421b60ee907b81b87f498042872b7.png
Refer to DM #3’s notes about puzzles creating unnecessary hype.
That’s also not mentioning the lack of transparency, especially with updates and teasers regarding upcoming area content.

Doesn’t hurt to tell everyone what you’ve tested and what needs testing, nor does it hurt to post a few screenshots of the lobby and its towers’ placements to get people actually hyped up rather than getting them hyped over basically almost no

info, outside of a tower confirmation list and some vague screenshots of the upcoming area.

Also, how about you actually get yourself a fucking job after you're done with school, then? Maybe that'll teach you to appreciate having a purpose in life rather than focus on stressing yourself out over a niche game on Roblox. I'm living successfully compared to you and everyone else, despite the abuse you and everyone else in the JToH Community and JToH Team have put me through.

13) https://i.gyazo.com/b62a76c3de0b9c224313b2715a4d60af.png
No, you don't work on JToH for fun!
You've claimed in the past that you're exhausted and stressed out most of the time, your behavior that you've shown towards me should be proof of that alone, alongside blowing up in front of RisenArtemis' face when she, alongside other people on the server argued against you about not playing the rest of the Remorseless towers that were ready to be considered for Ring 9's tower polls, alongside wanting to deconfirm ToBaBT behind Dexx_022's back without him knowing and being a straight up asshole.

You say you care about JToH, yet, you care about it in a way that's only beneficial to you and no one else, and you've consistently fought and debated against others in the JToH Team in the past. How on earth would this be considered "fun" when I've repeatedly seen you not having fun working on the game, and being frustrated?!

You also make it harder for yourself when necessary, because a good chunk of the bug fixing is something you did by yourself in the past, rather than letting others on the JToH Team help you, hell, I still believe you don't even consider a tower properly bugtested unless if you do it yourself. I saw you do this during Zone 5 and Zone 6 bugtesting and bugfixing, and even then, I doubt you've actually sat down and actually went ahead and properly trained everyone in the JToH Team to bugtest towers like you do in order to ensure bugtesting is as optimal as it can be.

How about stop putting JToH before yourself, and focus on getting your education finished first, then come back to JToH, or better yet, work more with your fucking team? Do yourself a favor, please.

14) https://i.gyazo.com/6ca2d93f7beb9cb2a90884474e233921.png
Then would you care to explain how fucking sloppy Zone 8's release was if you had 10 or so curators/bug testers to help out with playtesting the area, then? Either you're lying here and trying to cover up your mistakes, or you're that incompetent at bugtesting and can't for the life of yourself teach everyone else in the JToH Team on how to bugtest the towers properly.

Also, refer to Zone 5 when you didn't want to reveal the list of bugs you kept secret from us, the entire dev team, especially with ToBaBT, coupled with you lying to us about you not having access to your computer when you were in reality just grinding Plants VS Zombies all day on your iPad instead of telling us like a real leader to pick up your slack.

15) https://i.gyazo.com/8ef05e27d89467bac09eb64f7e335823.png
I definitely think you're not enjoying JToH any more, especially when it comes to tower building, too, as you've shown frustration on that time and time again.

You also clearly know Gamma not wanting me on curator or developer again, as you, yet again, have the #curator-discussion, #dev-chat and #staff-chat channels to back this up, along with Gamma's texts that are also out in public.

A simple search in the "Search" bar for the JToH Discord would have brought up the messages and answered your question then and there rather than pressuring me for information?

And how can you expect me to not trust you to fucking punish StevenYW for telling us this, especially considering my history with the JToH Team, let alone with you, of all people?

16) https://i.gyazo.com/ca618e000cb8b5630903ac9d8ae195f8.png
If it was a staff member, you would have punished/demoted them, or confronted and questioned them like you did with me here.

If it wasn't, I probably would have put someone else's reputation on the line or gotten them in trouble with you guys. And again, you could literally search up the messages yourself to know if this message was in the staff-exclusive channels rather than force me to answer your question. You have the damn channels to look at for proof alone.

17) https://i.gyazo.com/90c6be1b5cec5983fd92c41d2d300022.png
My reasons should be perfectly clear, you're the one here who fails to understand them.

You also fail to take into account that Clloy, again, was constantly egging me for information and screenshots during Ring 9's development, which got me demoted, yet, you STILL treat it as if my demotion was my own goddamn fault.

Okay.

18) https://i.gyazo.com/17444d97f0ebe39a34df2067031acdbe.png

QUIT. LYING.

You, at worst, literally lied to my fucking face here with Gamma wanting me back on Developer, especially since I was promised my role back after my hiatus during that shitfest of a fucking ticket I had opened up for you all to berate, insult and attack me with, or at best, gave me false hope.

In reality, none of you in the JToH Team wanted me back, and I will keep this information that I was given to me by the mole in your team that provided me this a secret I'll bring to my damn grave.

19) https://i.gyazo.com/82d2c0e4d0e98d79d3c42746a8e871ed.png
Gamma has still yet to actually fucking apologize to me for what he has said behind my back. I don't even know if you DM'd him or not, I can't even trust you on anything you say any more.

20) https://i.gyazo.com/89d8ca11f05471dcf92621e08ee3519b.png
While I had you all unfriended, some of you in the JToH Team could still talk to me in my DMs and always had access to it like Ragna, Blockerman, Gammattor, Jukereise, Urchin, Dian, or Array, or hell, even fucking *YOU* could have talked to me, as you had direct contact with me in the AToS Discord server, alongside everyone else in the JToH Team, as I saw some of them in other JToH-related servers such as the KToH Silent Abyss Contest discord, Ademiere's River, Logan_ISL's Shack, Another's Towers of Stupidity, and even the ROBLOX Discord server!

If you and the JToH Team truly were as friendly and nice as you claim them to be, you wouldn't have had Gammattor, alongside pretty much the rest of the JToH

Team shittalk me behind my back after I left and publicly shame and tell people how horrible I was as a curator.

If you all were truly as friendly as you say they are, everyone on the JToH Team wouldn't be pointing at me and blaming me for basically everything and ignoring all of the good things I've done for the game, such as recently with the Thanos Tower update that I worked on, which almost none of you helped give actual feedback to during its development, or any updates in general I helped lay the foundation for, yet, you all take credit for my work and make me look like some goddamn dunce, despite the fact that when I was working on the tower crossing update, my requests and suggestions were repeatedly denied, because apparently it's a problem when I'm working on it, but when you're all working on it, now it all of a sudden isn't a problem.

Again, you're a two-faced fucking liar here to me and gaslighting me into thinking the JToH Team is better than they actually are, you fucking bogan.

21) https://i.gyazo.com/750c5e23d3a86d262a82ffa7930f6722.png
You showed empathy and understanding back around 2019-2020, only for us to consistently have arguments and fights with each other the years following that, which you would start pointing at me for beginning, whereas in reality, you were the one viewing it as such and blaming me for it, rather than trying to actually listen to me and understand my reasoning for my arguments against yours and us having a civilized discussion.

I'm mad, because I'm unhappy with how everyone's treated me throughout my history in the JToH Team, and I'm fed up with all the fucking abuse and neglect I've been put through time and time again, while everyone else on the JToH Team has done nothing, but make the problem worse, especially now after my demotion.

22) https://i.gyazo.com/26e803870ee8f73678db78bba32d2f5f.png
Just some personal stuff being exchanged between us both.

Nothing too huge, although with context prior to this, he now tries to come off as empathetic, understanding and claims he knows about me as a person, which, fair, but this is the same person, which, 21 images prior to this, alongside some further explanations, I no longer trust and like being around any more, considering his attempts at doggedly defending whatever he and the rest of the JToH Team does despite some of their fuck-ups and bad choices, alongside

making up excuses and flimsy arguments that paint me as the incompetent one and him being the smart one.

23) https://i.gyazo.com/56629d160fc91ea4e5ad2722daeca906.png
Again, just a few personal stuff being exchanged between us.

Same deal as image 22.
I do mention coming back on March.

24) https://i.gyazo.com/114386a944294fec527d1ff2851cd85f.png
And finally, here's the last interaction I had with Vendetta06 in this debate we had. I did make some plans with him about how to handle my developer role going forward from this point onward, and asked him about everyone in the staff chat about it, and said he would forward it.

Some days later, I ask him about the results, and he told me that he, alongside the JToH Team, were discussing it, with no answer for me in sight.

That was, until a week or so later that I found out from someone in the JToH Team while I was working on Tower of Thinning Layers: Revamp for JToH:R, that I was not getting developer back, with Vendetta06 himself not having told me this himself of the results and kept me in the dark about it, probably to not start any drama or issues, which further makes me mistrustful of him and the rest of the JToH Team already enough as is.

Oh yeah, and before we head into March this year, let's talk about ***one more thing*** that happened that made me actually want to permanently leave the JToH Discord.

Punkynil Incident (UPDATE 6/11/2023)

Let's not forget about that ***PUNKYNIL INCIDENT*** that I've brought up several times now throughout this document, because this was very important and a major screw-up that deserves actual proper elaboration and discussion, which people rightfully deserve to know what happened, rather than be kept in the dark about by the JToH Team, whom have tried hard to sweep under the rug over the past few months.

While I was still on break from the JToH Discord, I decided to contact Ragna one day in my Discord DMs on February 8th, 2023, wanting to catch up with him and about how everything was holding up and this is what he had to tell me about what I had missed out on.

Little did I know of what had happened throughout my hiatus from the game, though, as Ragna would soon tell me of something huge that happened within the community.

Ragna's DMs
https://i.gyazo.com/8992455516a7ab58f97f674b7f81c2f0.png
https://i.gyazo.com/eb6fc3f066d2cf738a301fdf463bcc2a.png
https://i.gyazo.com/eeb761b5df8427ab482fd467ccdd3b2a.png

Pretty much, some nasty stuff was apparently found out about Punkynil, which got her permanently banned from the JToH Discord and warranted the removal of her towers, alongside scrubbing her name entirely from any towers she had collaborated on, alongside her contributions to the game that she's helped make via cosmetics and auras.

Lo and behold, ToITI and TolaOS getting removed was exactly what happened, alongside everything else that was mentioned above.

And yes, following that, there was an ENORMOUS wave of drama within the community that occurred from this revelation, the context and evidence of which was provided by the supposed victim of this incident, who had provided their evidence on the matter to the JToH Team to look at and investigate into, more specifically, the inner circle of the JToH Team that includes their administrators and above-ranking members.

You'd think with this evidence provided, as well as doing their own research that the JToH Team would end up telling everyone what had actually happened after getting everything they needed, especially in order to clear up any confusion in the air to prevent speculation and rumors from spreading like wildfire.

Nope! All they did was make a statement that ToITI and TolaOS were being removed, and that's all they did while they left the community none the wiser and left everyone to speculate and figure out themselves as to what happened.

Dear lord, every single one of you that make up the JToH Staff Team dropped the ball so hard on how to handle this situation properly.

First off, Jukereise, Gamma, and everyone else in the staff team, you had the whole DMs or group chat or whatever from ***THE MINOR*** to ask for and look at in regards to what Punkynil said to her, and to provide everyone with proper clarification and the truth on what the whole controversy and incident was about and avoid this whole goddamn thing in the first place, and to give actual closure to the whole debacle with a few

messages and statements from you guys. Not to mention the fact that you could have also asked Punkynil and other close friends of her at the time as to what the hell was going on and gathered more information on all of this, and gain her side of the story.

Instead, you couldn't even bring yourself to do any of this and instead just took the easy way out by releasing a statement in #updates-and-teasers about removing ToIaOS and ToITI for unspecified reasons, not even bothering to clarify anything, except let people speculate about what the hell was going on and why they were removed, which obviously let to people spreading playground rumors, with you guys, just like with previous incidents and fuck-ups you've made over the years, sweeping all of this under the rug with no one made the wiser.

Of course people ended up assuming the worst and that the reason Punkynil got exiled from the community and had her towers removed, was because she ended up being exposed as a pedophile, according to word of mouth that eventually spread from so many sources and influenced many players in the JToH Community to take this as gospel.

What these people don't know, though, is that most of these sources don't, or didn't even have the full context or backstory to the whole thing, and people are still witch hunting, accusing and bullying Punkynil of being a pedophile even to this very day, despite not having a shred of an idea of what her DMs with this minor is, or the JToH Team clarifying the incident up.

What's even worse, though, is that the JToH Staff didn't even bother to go find Punky and contact her for HER side of the story, preferring to listen to only one side of the story and leave the case there rather than come up with their own conclusion on the matter.

Therefore, it made the narrative in regards to what actually happened extremely one-sided, which only made Punky herself look like a groomer/pedophile in return, despite the fact the JToH Team had their DMs and could have made a public statement or document themselves about this whole ordeal.

Looking at this whole situation just pissed me off severely, because the JToH Team had every step of the way to give context to the situation and had actual closure by doing what most journalists or lawyers would do and try to achieve both sides of the story.

Ironic, considering one of their administrators, Vendetta06, wants to become a lawyer, yet, screwed up big time here in not giving clarification to the whole thing.

And even when they got one side of the story and just left it there, they just left people to their own devices, who ended up using baseless accusations and drivel to smear Punky's name and paint the minor in a favorable light when that absolutely is not even the damn case in the first place.

Let's also keep in mind that the minor had submitted a ticket to report Punky for being a groomer towards them.

Jukereise, alongside her inner circle and some friends of hers, helped her with this case, which also included Zquidy of all people involving himself in all of this drama, who Punkynil revealed to me just recently before this document's publishing and after looking through the imgur albums myself.

However, with recent information gathered, I found out that Punky had grossly painted Zquidy in a bad light to villainize him and guilt trip me into thinking Zquidy had gotten Lucy and Clloy to witch hunt and send death threats her way, which she successfully manipulated me into thinking and falling for her trap, as absolutely none of this is true in regards to what Zquidy later told me through a Steam voice chat conversation that we both had on 6/11/2023.

Does this excuse the fact that the staff team are right with what they did?
Absolutely not.

They had all of the DMs between both Punky and the minor to provide to everyone in the community's Discord server to clear things up and to quiet down any potential drama that might have started, which they could have easily done so with a statement in #announcements in regards to the drama and tie up as many loose ends as possible with a document of some sort akin to this one, considering the staff team also has access to the messages that were initially posted in the Palace of Eeshøl channel in the developer channels from Punky when she first revealed her interactions with the minor around this time to us, including myself.

This wouldn't be the last time Punky would get in contact with me, though.

A month or so later after our initial interview, she contacted me in my DMs again, and wanted to clear up some things and give me some further information and insight about some things that I said in my imgur albums I provided her to look through after our initial goodbye to one another.

Little did I know, though, she would end up further twisting the narrative to paint her in a favorable light, while painting the victim of the incident alongside Zquidy and several other people in a negative light.

I will say, before we pass judgment onto Punkynil, both Punkynil and the minor ended up being in the wrong here, though, the minor in my eyes is less so compared to the actions Punkynil ended up doing towards her, and others around her that she affected.

The minor, after the initial publishment of this document, is fully aware of their mistakes here, and has promised me in a voice chat between me, Urchin and Jukereise recently that she is more than willing to admit that she is ashamed and wants to learn her mistakes here, as long as I removed the albums containing all of her DMs between her and Punkynil, which the latter sent to me back when she was leading me down the wrong path and taking advantage of my fears in regards to the staff team punishing anyone for trying to get answers regarding her incident.

Does that excuse Punky for continuing to talk to the minor about all of this? No, absolutely not the case, due to what I found out during my recent interaction with Zquidy on 6/11/2023, where he told me during November that there was generally some nasty and traumatizing stuff going on within their DMs, especially in the coming months.

For his sake, this topic will not be delved into due to how graphic and disturbing the content is, overall, and no child should ever be exposed to this sort of content.

With that in mind, though, **let's pass judgment on this whole ordeal.**

Is Punkynil actually a groomer, and a pedophile?

Personally, despite everything Punky has said or done over the years that people have considered controversial, especially during her time spent on JToH as a community member with everything she's contributed, I can confidently say that my verdict on Punkynil is, after doing all of my research and looking back on the screenshots and everything Punkynil has provided to me, objectively:

~~**NOT GUILTY.**~~

(UPDATE 6/11/2023)
GUILTY

What the hell, Lightsynth?
Why this sudden change in your verdict all of a sudden, which you've been so adamant about for this past week?

Well, it turns out that this rabbit hole went even deeper than I could have ever imagined in regards to this whole incident.

Let's start up from the top, especially with what I've found out as of recent, not to mention what Urchin's probably clarified up in his document he posted in #epic-stuff.

After the publishing of my document, I immediately noticed a change in Punky's behavior, as her confidence in getting this out immediately took a 180 and she instantly became very nervous and started to blame herself for a lot of things, which resulted in her cutting off ties with me completely, alongside her other associates.

Little did I realize at this moment that she had gotten what she wanted and just ditched me, and had successfully taken advantage of me and my fears of the JToH Team and got me to paint her as a victim through this document when, without the context of the other side provided, ended up her being able to exploit me into releasing the document in a state that was filled with spite, hate and rage, and lacking actual information alongside context she provided me that painted her in a favorable light compared to the minor, who was actually the real victim here all along.

Needless to say, this decision on her behalf caused the community to start demonizing and dogpiling not just the document, but also me as a person and a longtime player of this game I had developed on for 4 or so years of being a pedophile supporter.

While the firestorm was happening, Zquidy, who was on break from Discord because of everything he had to put up during the whole case, which again, I had no knowledge of prior to the initial publishing of this document, ended up joining the JToH Discord and understandably so, was very upset at me for not reaching out to him and the JToH Team about this.

Link to a video of the podcast will be provided below.
(6) JToH - The Lightsynth Situation - Podcast ft. Zquidy & others - YouTube

While Zquidy was understandably upset about all of this, he actually gave me the benefit of the doubt and he, alongside Jukereise, had their suspicions of Punkynil manipulating and guilt tripping me into believing her lies and screenshots that she actually only gave me a few fractions of her whole DMs between her and the minor,

which only got me into believing that she was a victim of this whole ordeal, when in reality, this is absolutely not the case now with this new knowledge I've since received, especially with everything else Punky had really left out from me during our interviews and discussions.

So, a few days after this document's publishing and realizing I screwed up big time and was most likely taken advantage of, manipulated and guilt tripped into believing an unreliable narrative of the situation from Punkynil, I managed to get Clloy to reach out to Darkhalisc, who ended up getting me in contact with Zquidy through Steam, in which I managed to get his side of the story through a voice call we had together, trying to give me as much detail and explanation as possible on the whole situation and to give me proper closure on what had actually happened behind the scenes.

As much as I want to show you the conversation that went on during this, and tell you what Zquidy told me, I want to respect Zquidy's wishes, as he has personally requested me to not share anything within the voice chat we had together.

If anything, you, the reader, can ask Zquidy when he comes back to the Discord about any questions you may have, or go to Jukereise or Urchin for questions as to what actually happened regarding the Punkynil Incident and they'll all give you a similar story as to what happened in regards to the whole Punkynil case that the JToH Team and Zquidy were investigating throughout the end of 2022 and the start of 2023.

But case in point, this single conversation with Zquidy, who was very close to Punkynil prior to all of this and was initially trying to help her through this dark period of her time throughout the end of 2022, despite her villainizing him and many other close associates of him, flipped my outlook on the whole situation on its head and completely changed my views on Punkynil as a person.

So, after everything I've been told from the other side of the coin and from what I've gotten from Punky's side, what are my thoughts on all of this now?

Punkynil, objectively, is a **groomer**.
However, she is not a **pedophile/predator**, compared to what Decima has done in comparison.

While Punkynil herself despises pedophiles, the way she has handled this whole situation by continuously talking to the minor about cuddle RPs back when the minor was 13, who was underdeveloped, mentally speaking, even while Punky already had adult friends to talk to, does not excuse the fact that she uses the mental health issues

crutch as an excuse for her actions, and projects all of these issues she has in regards to her mental health and problems onto minors around her due to having no actual set boundaries regarding talking to minors about certain topics and issues, even if her intentions are trying to help comfort these minors who currently undergo similar issues as her.

She herself has a lot of issues regarding boundaries in general, and this has caused a lot of damage within the community, especially to so many of the victims she had talked to that weren't even of legal age yet.

The minor of this incident was not the only one she's hurt, mentally, but several others in the past before them, as well.

Logan_ISL mentioned to me in my DMs prior to this document's publishing when I tried to get his side of the story regarding the incident, in which he refused to give me details for the sake of not wanting to relive and go through the trauma he had to endure a second time, compared to what Punkynil told me in our interview together initially.

No, Punky's repeatedly done this to other minors.

Never outright sexted them, but grooming and negatively influencing them into being more intimate with her? That's what crosses it from her becoming a victim to her being an offender, regardless of her intentions.

That's not even mentioning the countless other reasons she's not only done towards me, but to others around her, such as manipulating, gaslighting, guilt tripping and taking advantage of others to paint her in a favorable light, while painting the actual victims of this whole incident in a negative light.

On top of taking advantage of me wanting to figure out the truth and fueling my fears and assumptions of the JToH Team, especially its staff team. It's just downright terrible stuff all around that she has committed throughout these years.

(WORK IN PROGRESS)

Now, while Tower of Voluminous Framework is a decent replacement for Tower of Insult to Injury that people actually ended up liking, there's the fact that it isn't really THAT unique or interesting compared to ToITI, and it has its fair share of skeptics among it.

The ToIaOS replacement, on the other hand, which was Tower of Flustering Sections, was not well liked by the community, to say the least.

And what did the JToH Team do about this?

They hosted a poll, courtesy of Temmeh8274 and the JToH Team did what they did best when the results were making themselves very, very clear on the decision they made being bad: Keeping their thumb in their asshole and did absolute jackshit to fix the bad reception Tower of Flustering Sections got, considering the polls for ToFS here showed that around 75% of players dislike the replacement to ToIaOS.

As if the shit I found out during January didn't sour my impressions on the dev and staff teams enough, the JToH Team itself couldn't even know to separate the art from the artist on top of all this, too, despite said art being liked by so many, despite their issues and recent controversy that people were left to speculate on what got their towers removed in the first place, rather than the JToH Team giving actual clear answers to all of this that could have solved all of these issues.

But no, the community can't have that any more because the staff team are too afraid of drama breaking out, especially if it ends up destroying the game's brand, alongside the reputation of these people, even though the true story behind all of this is so much more complicated than it really is.

People like me can learn to separate both ToIaOS and ToITI from what Punkynil did in her DMs with the minor and towards everyone else she's affected, alongside some of the other controversial stuff she's done or said, but the JToH Team being the JToH Team, full of impressionable teenagers and young adults, haven't grown and matured enough to understand this concept as of yet, let alone handle an incident of a scale such as this proper compared to someone who actually has in the past prior.

Jesus christ, what an absolute screw-up, especially on everyone's behalves, including on my end because of her being able to guilt trip me and everything.

I am genuinely so sorry for initially being wrong about this whole incident myself and allowing Punkynil to take advantage of my worries and fears and exploit them for her own gain and benefit, rather than actually telling the full story herself and confessing her issues and sins to me.

That doesn't mean the staff team are also saints in this, either, because this one incident alone was the final straw that broke the camel's back for me in regards to the staff keeping keeping everyone in the dark about incidents and drama going on that they wouldn't clarify, and I just lost it because of the way they handled it.

Chapter III: March

At the start of March, while I was preparing myself to come back to the JToH Discord server again, Blocker, to my pleasant surprise, ended up DMing me.

Blocker DMs
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https://i.gyazo.com/4820a33836e94b9048a1d8c4864f236f.png
https://i.gyazo.com/522fab7f49274ba99cf631b98e50e199.png
https://i.gyazo.com/f78b60d566bc069d9a5027aa0e3334fd.png
https://i.gyazo.com/453dd800279cf0df796862ba56ce6b1d.png
https://i.gyazo.com/680157ca5f8d3680806d18c43a60322d.png

Yeah, Blocker, a person on the JToH Team that I am still actually decent friends with, was the person who told me I wouldn't be getting repromoted, despite promises from the JToH Team and Gammattor himself that they would agree to the deal we made together during that incident regarding ToTDA when I did come back to the JToH Discord and the game, especially since Gammattor, through Vendetta06, said he wanted me back as a Developer on the game.

Needless to say, this felt like a huge slap in the face, on top of confirming my suspicions about me getting the same treatment as Clloy got when he got demoted and being lied to, but at the very least here, someone on the JToH Team, in this case, Blocker, did tell me what the result was rather than keep it in the dark for a year and a half.

On March 4th, I rejoined the JToH server, and while it was nice for people to welcome me back, I didn't really feel all that happy being back on the server, especially after looking back on all the neglect, abuse and how isolating it just felt in general while working under the JToH Team's thumb, and now on top of the fact that people who previously respected me were talking negatively about me behind my back, it just made it feel uncomfortable to be on the server.

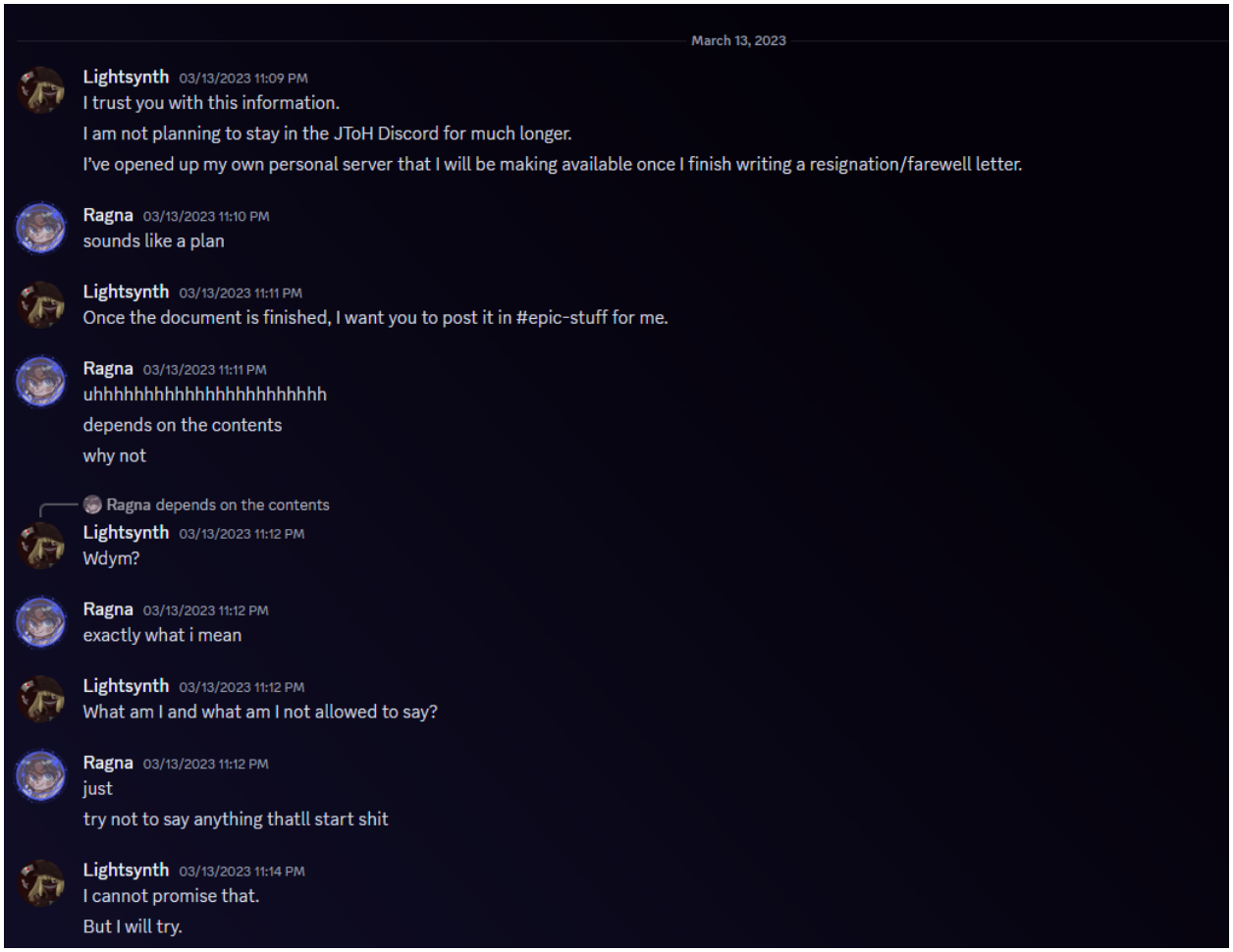
So, feeling as though I have finally ran my course, especially with all of the drama this server and game has gone through over the years and with the JToH Team taking the game in a direction I do not approve of, coupled with me not having many positive relations with the JToH Team any more, I finally decided that I would be cutting myself off from the JToH Discord and to a certain extent, the JToH Community itself.

I would go ahead and make my very own personal server for people to join after I was done setting it up, which all of you reading this are most likely in, if not and you're reading this from a different server, here's a free Discord link to my personal server if you want to join it, since you've managed to read my document this far in, wink wink.

Light's Kitchen Discord: https://discord.gg/aYxwCuCWRQ
(Permanent invite link, never expires.)

And on top of that, I was fed up with everything that I, along with many others in the game's community and most ex-JToH Team members had gone through at the hands of the JToH Staff Team and their inner circle. So, some time early in March, I decided to start writing this document that you are currently reading, now sitting well over 350+ pages.

All the while, I would be keeping this secret from everyone, as when I messaged Ragna about me wanting to quit the community and make a personal server for myself linked through a resignation letter, he told me that he could post the resignation in #epic-stuff, ***as long as it didn't cause any drama.***


March 13, 2023
Lightsynth 03/13/2023 11:09 PM
I trust you with this information.
I am not planning to stay in the JToH Discord for much longer.
I've opened up my own personal server that I will be making available once I finish writing a resignation/farewell letter.
Ragna 03/13/2023 11:10 PM
sounds like a plan
Lightsynth 03/13/2023 11:11 PM
Once the document is finished, I want you to post it in #epic-stuff for me.
Ragna 03/13/2023 11:11 PM
uhhhhhhhhhhhhhhhhhhhhh
depends on the contents
why not
Ragna depends on the contents
Lightsynth 03/13/2023 11:12 PM
Wdym?
Ragna 03/13/2023 11:12 PM
exactly what i mean
Lightsynth 03/13/2023 11:12 PM
What am I and what am I not allowed to say?
Ragna 03/13/2023 11:12 PM
just
try not to say anything thatll start shit
Lightsynth 03/13/2023 11:14 PM
I cannot promise that.
But I will try.

Well, two months later, that's what I would do by sending him a resignation letter for him to post in the JToH Discord's #epic-stuff channel, which was looked at by most people in the JToH Team and was approved by them and posted in #epic-stuff on May 14th.

Resignation Document:
https://docs.google.com/document/d/1fsLsD4yLzdSauY13We6QndRyabnUOvYk4UG65z6bPmM/edit?usp=sharing

What they didn't realize, though, was that by doing this, they had already gotten me more motivated than ever to finish writing this document and exposée on them and the flaws they all have together as a team, alongside parts of the community that I found toxic, as now I actually have people in my personal server to read through the real document, which I've been wanting to show the JToH Discord and actually tell everyone in more thorough detail, and in greater detail as to how my development history working on this game was actually like, alongside the neglect, arguments, in-fighting and abuse I've gone through within the game's developer and staff teams that also worsened my

mental health issues because of all this and reveal what goes on behind the scenes, compared to the censored version you all initially got with the resignation document, linked above this paragraph.

The stage was pretty much set at this point.
Now the only thing that needed to be finished was the document.

Chapter IV: April, Zone 8 & Tower of Oblivion

April rolls around, and everyone got their usual April Fools event update.
To be blunt, I thought this event had way too much effort put into an event that would basically last only for a week and a half, so it felt like a waste of time and effort that the JToH Team could have spent more time on working on Zone 8 instead.

Well, much to my surprise, Zone 8 ended up releasing a few days after the April Fools event ended, and… well, the results speak for themselves for how it performed on launch.

Countless amounts of bugs ended up being missed, let alone being reported on that the bugtesting team failed to take into account for or ignored outright, again, I wonder if this is because of them abusing noclip or not and not doing towers legitimately.

People couldn't even enter the zone without crashing because of how high ToDIE's triangle count was, due to its overly extreme detail.

Softlocks were occurring throughout CoPE several times, even post-launch and several attempts at fixing them.

And many, many other bugs the JToH Team ended up missing out on.
Seriously, the amount of bugs they missed out are just ridiculous, especially compared to previous zone launches in the past, and they ended up fucking up this launch so bad that a lot of people in JToH Discord subservers and popular JToH YouTuber discord servers ended up covering this on YouTube with how sloppy Zone 8's release was.

For reference, look at the amount of messages related to the amount of bugs people were encountering on Zone 8 just on the first day of launch, like, christ almighty.

https://i.gyazo.com/7c56b5ff2f45cf32c65e9403efd18ae6.png
https://i.gyazo.com/ffb5a62709da92315dab8d93be80bb24.png

And that's not mentioning how bad ToRER was on launch.

It was very obvious that the JToH Team had, like many times in the past, abused noclip a lot and considered this tower Peak Insane during polls, yet, didn't bother to do most of the tower legit, which predictably ended up with people complaining that ToRER was harder than ToAE, the intended Extreme of the zone.

Now, while it did get some nerfs here and there, it was very lazily nerfed, such as removing the instakills and replacing them with teleporters, or adding safety nets, alongside adding nerfs that didn't really amount to much in the grand scheme of things, which ended up, ironically enough, making this tower more unbalanced in the long run, despite being more tolerable. Some spikes were nerfed, sure, but other spikes that the community complained about were virtually left untouched, akin to how ToAAA was nerfed in some areas, whereas some parts from the unnerfed version were blatantly left untouched and stuck out like a sore thumb.

Oh yeah, and let's not forget about ToDIE, the first very first Catastrophic tower of World 2.

Objectively, this tower is so much better than a lot of the other Catastrophic towers in the game and executed this much better than what ToER tried to do.
However, this tower had one glaring issue that was made very obvious on launch.

See, in AToS, Tower of Descent Into Exile was submitted with over ***30000 parts*** to it, primarily because of its extremely well-detailed decor and design that inflated the part count to such an astronomically high number, because unlike in JToH, AToS doesn't really have a part count limit for tower creators to worry about.

This, obviously, would not fly by in JToH whatsoever, and unioning the whole tower's decor would not fly by in JToH, either, as it would count as blatantly cheating the system by abusing unions to bypass the part count. Which, hey, hasn't stopped creators in the past from continuing to get their blatantly union spammed towers added into the game.

So, what did 1fren6 and Franchun do to make this tower possible to submit to JToH? Well, if the JToH Team wouldn't accept this tower's submission because it spams unions to keep it below 4k parts, ***why not make all of the decor throughout the tower a singular mesh?***

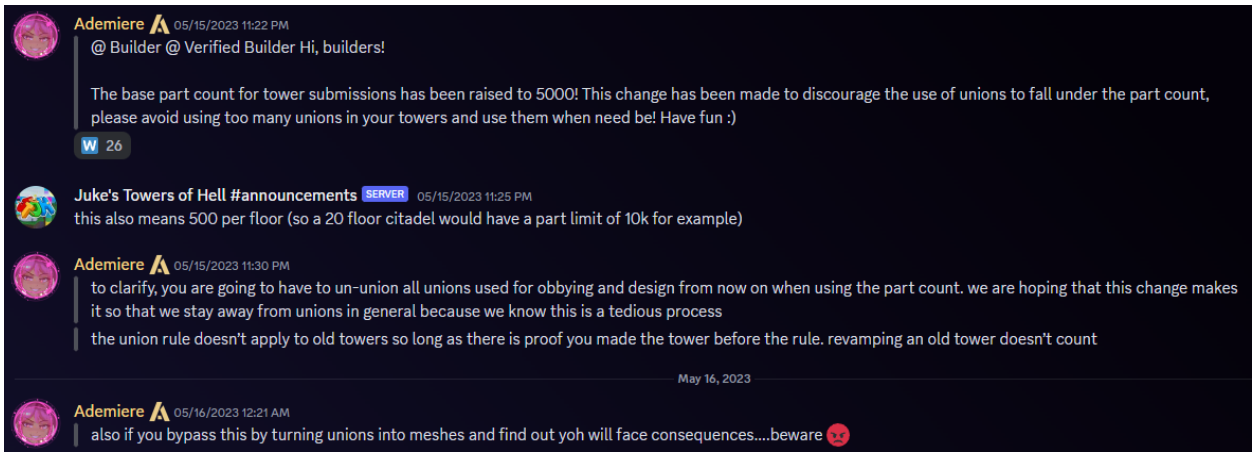
And that's basically how it got accepted into JToH, because just like with ToGF when ToAAA was denied from being in the Catastrophic polls, Fren and Fran ended up circumventing around the rules and exposed a major loophole in the part count system by making all of the decoration and design throughout the tower a union, then turned

into a mesh, which could also be removed via an LDM button, alongside optimizing the tower to a point where this wouldn't pose such an issue if it did get accepted into the game in the first place.

This would earn the towers its fair share of skeptics, myself included, as I think a tower such as this should not, under any circumstances in its current form, have been added into the game and should have just stuck its base part count underneath 4k parts, ununioned.

Let's not forget the clientobject count throughout the tower, which also contributed to the amount of parts there was throughout this tower, too, inevitably making this a lagfest in Zone 8 on launch.

The amount of complaints eventually managed to get the attention of the JToH Team, who, first of all, ended up increasing the base part count rule up to 5k parts. However, as a compromise, you are no longer able to spam unions or turn unions into meshes to completely bypass or break the part count in your tower submissions.


Ademiere 05/15/2023 11:22 PM
@ Builder @ Verified Builder Hi, builders!
The base part count for tower submissions has been raised to 5000! This change has been made to discourage the use of unions to fall under the part count, please avoid using too many unions in your towers and use them when need be! Have fun :)
W 26
Juke's Towers of Hell #announcements SERVER 05/15/2023 11:25 PM
this also means 500 per floor (so a 20 floor citadel would have a part limit of 10k for example)
Ademiere 05/15/2023 11:30 PM
to clarify, you are going to have to un-union all unions used for obbying and design from now on when using the part count. we are hoping that this change makes it so that we stay away from unions in general because we know this is a tedious process
the union rule doesn't apply to old towers so long as there is proof you made the tower before the rule. revamping an old tower doesn't count
May 16, 2023
Ademiere 05/16/2023 12:21 AM
also if you bypass this by turning unions into meshes and find out yoh will face consequences....beware

In theory, this should work.
In practice, though, **AS IF** this is going to stop tower submitters from still being able to submit towers that still end up break the 5k part count rule.

There's people that can still potentially find and abuse loopholes to get their tower ingame, such as lying about the overall part count and not provide the model link until after the tower's been confirmed, which puts the JToH Team in a somewhat tough spot, or just place parts in the ButtonActivatedPlatforms folder!

All this update did, was make it more lenient for non-union and non-mesh spammers from getting their towers that already broke the part count rules previously established,

and there's no way of actually checking if the towers have over 5k+ parts or spam unions and whatnot until the JToH Team have put them ingame, unless if you directly insert the tower ingame, which by then, the tower's most likely already has been confirmed through tower polls, so this solution didn't really do much if you really think about it, unless if the JToH Team really puts in the effort to check if the tower does end up breaking the rules, but if the tower's already confirmed, that's going to disappoint people that want it in if it gets deconfirmed, regardless if it breaks the rules or not and mess with expectations in more ways than what the JToH Team think it'll do right now.

And finally, for upcoming areas, all this update to the part count rule really did ended up making it so that the JToH Team is now forced to limit the amount of towers ingame more than ever now, especially as that means having to potentially worry about an additional 15000 parts or more being added to a zone or a subrealm, so you guys kinda just dug yourselves into this mess in the first place.

And more in topic for Zone 8, that did not stop Tower of Descent Into Exile from posing a massive issue when it did get inserted into Zone 8, though, especially after launch, as ToDIE, by itself, would hardcrash many players that played the game on Mobile and even some players that were playing on a PC couldn't access the zone because of ToDIE, either, which brings me to my second point.

Second of all, after a whole month of this load of nonsense, the JToH Team finally ended up slapping a band aid solution to this issue by implementing a button on Zone 8's Zone Select that disabled ToDIE from being loaded into Zone 8 when players entered the zone.

Doesn't fix the issue outright, but it's a start to prevent players from getting hardcrashed and be unable to play this zone. Doesn't excuse the JToH Team for fucking up this zone's release so hard, and people have a right to be mad at them for how buggy and sloppy the overall release for the zone was, despite whatever excuses they have to make.

Finally, later in April, Tower of Oblivion would finally release after over 4 years of development. People were very hyped for it initially, but disappointment immediately set in as people started playing the tower, and problems started to arise for them.

First off, compared to what its intended difficulty was, this tower is nowhere near Low or Mid Intense, and currently with its length and gameplay, has absolutely no chance of ever being any lower, unless if it was heavily nerfed, akin to CoHaD.

At least, it was High-Peak Intense and at most, somewhere in the lower end of Remorseless, which Jukereise has, in the past, had a tendency to overshoot with her towers' difficulties prior to Tower of Oblivion. (*Thanos Tower, Tower of Killjoys, Citadel of Wacky Strategy, Tower of Wanting Extra Levels, Steeple of Pursuit and Citadel of Heights and Depths.*)

While the length isn't as long as CoHaD by any means, it is also a contributing factor to the tower's current difficulty, as there are areas where you can still die and lose all your progress in a heartbeat.

Not to mention, it had a boss at the end, which also takes a while to bring down to its knees.
https://i.gyazo.com/7826ca4630fe4aae1cb004e6195ef90b.png
https://i.gyazo.com/f169b5a19e55cb4a3c00b2b00e947106.png

Second off, were the bugs people encountered throughout Tower of Oblivion. Unintended softlocks and random GBJs, initially impossible to play on mobile and other issues pointed out in #issue-reports, alongside other issues that ended up ruining this tower for many people.

It's no mystery as to why this tower wasn't very well liked upon launch, and in its current state, is more tolerable, yet, still has some problems that people will point out that Jukereise, despite her promises, failed to actually give to the community when it came to the tower's overall difficulty and behind the scenes, just didn't communicate all that well with her own team, as she, before launch, suddenly buffed shit without anyone knowing.

Only time will tell if the JToH Team or Jukereise herself will actually go through with all of this and actually nerf the tower down to its actual intended difficulty.

However, now that Tower of Oblivion is out, that means Jukereise now has one less burden to worry about that she's struggled to work on for years on end for the game.

Final Chapter: May, ***Resignation & Finality***

And here we are now in May.

Outside of maybe some updates, bug fixes and the promotion of Synnwave, which was a power move on the JToH Team, we reach the end of my history with the game and my participation in the JToH Community.

The JToH Team still has plans to keep working on new content, such as getting Silent Abyss out, the Ring 6 subrealm and working on the final few upcoming zones of World 2, but have no actual intention of going back to fixing up the old content that still plagues this game and turns away new players.

They've, in my eyes, dug their own grave and made their own bed, it's just now waiting for them to lie in it, due to how incompetent their own management when it comes to developing on the game has become over the years and how corruptible Jukereise has become thanks to her own team controlling her actions.

I was pretty much burnt out from the game, and was tired of the JToH Team talking so negatively about me and using me as a scapegoat for their problems on a frequent basis, alongside most people on the JToH Community, even some like Lert, whom I used to have lots of respect for as a builder and player, telling me to leave the community as I was starting drama, rather than the JToH Community continuing to escalate it.

Well, Lert got what he wanted.
Do I regret it?
Fuck no.

While I was writing this document, I felt as though I had written enough of this to go ahead and write down my initial resignation document, acting as bait on a hook for the JToH Team to bite on.

After finishing that document, I forwarded it to Ragna through Urchin, and after Ragna posted it in #epic-stuff and deemed it good enough, I, without hesitation or regrets, up and left the JToH Discord for the final time, with no plans of returning, as I am done putting up with and reading all the negative remarks made about me when the JToH Team don't even want me back to help fix up the issues in the first place that still plague this game, with the inner circle of this team and this game's most devout and loyal fanatics being the biggest copers when it comes to blindly ignoring or neglecting the issues still at large. Not to say there aren't good people, as there still are some in the JToH Team, but honestly, it's become too messy and disorganized at this point, despite their claims saying otherwise.

The JToH Team are on their own now, and if they want to cope as much as they want about how the game isn't as problematic as I say it is, despite all of the evidence, alongside never once apologizing towards me for their actions that put me through so much neglect and abuse on not just their end, but on the community's end by coercing

them that I am, in Gamma's own words: "The worst curator ever known on man" or blaming me for so many issues and making me out to be an idiot or an incompetent developer, then leaving them, alongside the JToH Community behind was the best course of action I could take for my own mental health's sake.

It was, to put it bluntly, a long time coming.
Like finally taking the first steps to move on from an abusive, toxic relationship.

To finish off my development history, I wish the JToH Team good luck on the game, if they or the game even has a chance of bouncing back after this document has made it out to the public and shown everyone what it was like for me being a developer working under the thumb of the JToH Team.

The only thing they can do, is continue improving together as a team and especially take much better care of their own developers and staff which have mental health issues, and learning from their mistakes.

Well, I would be done talking about my history involved with the community, if it wasn't for one more piece of huge drama that occurred rather recently regarding Ring 6's subrealm's towers being revealed.

Even after I had left the community behind and as I was about to publish this document out for everyone to see and read through regarding my development history, Gammattor went ahead and decided to reveal all the towers that were picked for the Ring 6 subrealm.

A lot of the towers picked were rather recently whitelisted towers, but people seem to forget that a decent majority of them were also towers that were previously polled for upcoming zones in the past, such as Tower of Shadowy Radiance, Tower of Whirl of Winds and Tower of Wicked Fortress, which were all considered once for Zone 7 or even ToWoW for Lost River.

Now, for a filler subrealm akin to Lost River, this lineup of towers isn't all that bad, dare I say it's better than LR's lineup of towers, especially as I had upvoted some of these towers for upcoming zones prior to them getting won over by other tower picks.

That being said, though, one tower in particular ended up causing an insane amount of drama to occur from just its confirmation alone, which I won't name for the sake of its creator's privacy.

This tower, while I did fail it initially during a review of it, had solid potential overall to it and the creator did get a good amount of feedback, suggestions and rebalancing on my end in order to eventually get it to pass and be put on the whitelist.

But I am not here to talk about that, as much as I want to congratulate the creator of the tower for getting their content added ingame.

No. I am talking about what happened the moment it got confirmed over some of the other towers that were potential picks for the subrealm.

What ended up happening a few moments after the tower's confirmation was one of the biggest screw-ups on the JToH Team's behalf on how they handled it and frankly, if the way the Punkynil incident was handled was suspicious, this incident is pretty much blatant evidence that the JToH Team doesn't really care any more about all of this drama happening in the JToH Discord server, and just lets it happen and blow over, then quietly sweep it all under the rug for people to spread rumors and speculation on.

Not helping matters was Dice, a known builder in the JToH Community, showing once more his real, toxic personality while this was all going on, in which he displayed some of the nastiest, sociopathic remarks I've seen yet from the victim's side, and proved he had not changed at all since he made made those insensitive remarks at my expense during after the Garden of Eeshøl contest results.

While I was still in contact with Punkynil, who in my DMs, shared screenshots from Decima083, who had saved her screenshots of a conversation between her and the victim regarding the incident that happened just a few days ago, and it was honestly some of the most disturbing things I've ever laid my eyes on during my time spent in the JToH Community, let alone having delved into.

I advise you all to show respect and decency with what you're about to witness, especially since this incident has been left scarred and traumatized from all of this at the hands of their ex-boyfriend, Zabregah, for doing all of this, especially since a lot of this information is pretty sensitive stuff.

You have been warned.

(WARNING: HIGHLY DISTURBING AND SENSITIVE CONTENT BELOW, YOU HAVE BEEN WARNED.)
Victim's video that they sent me:
https://www.dropbox.com/s/axmr6onbub9jvrl/IMG_0994.mov?dl=0

Keep in mind that the victim of this drama wishes to keep their identity, along with their friends and close ones anonymous from everyone, and to honor their wishes, I've crossed out their names with red marker.

Even if you know this person, *DO NOT* go out of your way to witch hunt them, or start anything against them, or any of the people mentioned below.

This will be your first and only warning.

Failure to do so will land you by default in my personal server's kitchen blacklist, and the victim, alongside her friends and family, have every right to take legal action against any attempts made to make this incident worse than it's already gotten.

Part 1) The Interview
https://imgur.com/a/TSRdAVB

Part 2) The screen recordings
https://imgur.com/a/CrkuKdL

Part 3) Second screen recording
https://imgur.com/a/uzenf7j

To say that I am absolutely *pissed off* at the JToH Team for the way they handled this incident, let alone once more attempting to sweep this whole thing under the rug is an understatement, not mentioning the biggest fucking disappointment I've had to witness in my time spent in this accursed community.

You guys had one job when this whole scandal broke out and that was to neutralize this whole thing in the first place as soon as you caught wind of this and listen from both sides and figure out who's in the wrong here with added evidence, then make a public statement and apology after. Simple as that.

However, it's shown that you guys have not learned a damn thing when it comes to handling any of these incidents, especially with the whole shitstorm that was the Punkynil incident and you all continue to try and maintain your imagery and brand and sweep every bit of drama and incident that could damage your reputation, rather than actually come out and make a public statement, a public confession, or fucking hell, a SIMPLE FUCKING PUBLIC APOLOGY TOWARDS THE VICTIM FOR THE WAY THEY WERE MISTREATED BY NOT JUST THE JTOH

COMMUNITY, BUT BY THE JTOH TEAM, AS WELL, *WHICH WOULD HAVE SAVED EVEN MORE OF YOUR REPUTATION THAN JUST TRYING TO CONSTANTLY HIDE EVERYTHING FROM THE COMMUNITY.*

All of you within the JToH Team, just like a few months prior to this, dropped the ball on this yet again and cared only about themselves in the end.

You've disappointed me far more than you ever could have with the way this was handled, alongside the way you all handled the Punkynil incident in regards to transparency and clarity, which was just the tip of the iceberg on top of all the dramas that you've all swept under the rug consistently in the past.

But I am not done with this document just yet, especially after the fact that they shadow banned me from the JToH Discord without so much as a notice in fear of starting drama with this document.

Far from it, as we still have some other things to go over before I can conclude this properly.

If you've made it this far into the document while reading it, thank you for taking the time to listen to my story and I do hope that you understand how, for me at least, it felt working underneath the JToH Team and its members.

MY PROBLEMS WITH THE GAME

Needless to say, with my whole development history now told to you, I am, to put it lightly: A pretty old fucking fart around here in JToH, not gonna lie.

My standards and ideologies for the game drastically differ from everyone else that currently works on the game today, even to accepting the towers that are being built by the community nowadays.

Most towers nowadays have gameplay of which I cannot find myself enjoying that much any more compared to the 2019-2021 era towers, in contrast to much the more simpler towers pre-Zone 4 era that I grew up with from my time period that at the very least had gameplay that didn't throw a bajillion mechanics and complex gameplay at you around every corner.

While I did enjoy those standards back then, I have looked back on those times with rose-tinted glasses and nostalgia to cope with the fact that I've ignored a number of

things that really weren't so great around that time, which I've now looked at with a more objectionable lens.

I witnessed a lot of the drama going on around that time, there was the SquishyShibes incident, CBE_Simon being a huge fucking creep towards female or feminine community members like Spryvee, countless amounts of notable incidents such as the ToIG and ToER incidents that drove Fauxyde and Ciel respectively to leave the game and its community with spite and bitterness, let's not even get started with my constant back-and-forth arguments and fights with Cronku, Nosav and many other people back in those days that were massively influential, including those within the JToH Team that didn't agree with my views and ideologies on what makes the game bad and good, such as attempting to modernize the game and making it more welcoming for newer players by touching up on the older towers or outright revamping those the community considers bad, particularly the KToH-era and early JToH-era rings/zone towers that have outdated gameplay compared to the more modern towers nowadays that I've constantly been denied permission to do so for the sake of making it a better first impressions experience for new players.

Even though the JToH Team and I have had our differences, there was one thing that I will never forget, even in the most bitter of times: **They were always thankful for me taking on stuff, which they thought was a waste of time, or didn't want to bother and let someone else do the job for them, such as the audio recovery that I did before I basically got demoted in December last year.**

Even when I got temporarily demoted during Ring 9's development, which looking back in retrospect, was very questionable in terms of how its development was handled, due to punishment through demotion being handed out to even the slightest leak getting out there rather than simply locking people out of working on the lobby, Vendetta06 at least took the time to thank me for my contributions to the game, which even if I don't like the inner circle of the staff team, or Vendetta06 himself nowadays, they at least acknowledge that I've made a huge impact on this game, alongside my fair share of contributions to the game and I've respected their efforts in maintaining the game, despite their terrible communication skills and lack of feedback, and they've respected me back for laying down the foundation for the game in many areas.

Frankly; This game for me has had its fair share of ups and downs, unfortunately moreso downs, despite there being a few positive experiences mixed in between there.

And currently as of now, the state of the game has completely lost its charm for me, alongside for many other people who claim as such, too.

They just don't want to admit this in the JToH Discord itself.

Gone are the days when things were simpler, albeit flawed with questionable quality of the game's towers/citadels. Now replaced with a copious amount of drama and toxicity, both within the community and the JToH Team that ends up driving away so many new players from wanting to stick around and continue playing the game, not to mention how incredibly flawed the game from a gameplay standpoint really is that people love to cope that there's nothing wrong with, despite new players having problems, regardless.

Now sure, the game isn't by any means dead, as it does get its fair share of players racking up every once in a while, especially when new events and areas get released wherein the numbers spike up significantly compared to what's usually around 500-700~ players per week and going into the thousands whenever a new area or event releases, but compared to most other games on the ROBLOX platform, this game, to me at least, has become more and more obscure and less popular lately because of a number of issues that have arisen that even those within the dev and staff teams fail to look at from a proper perspective when it comes to game and level design aspect, especially from a business module, which they actually have zero idea and clues as to how it really works.

I'll be going over each of these issues separately, and hopefully present a solution that the JToH Team should implement in order to keep the game afloat for much longer, or they can just ignore it and let the problems continue to grow and drive away potential new blood from keeping the game alive. It's your choice.

Just because I dislike the community and how the JToH Team handles the game nowadays, doesn't mean I still enjoy the game and the people I can actually get along with and have a discussion with without offending them because I offended them, for some reason.

So, without further ado, let's go over my problems. Starting, of course, with…

PROBLEM 1

The game's older content, in this case: "Rings and Zones" are too outdated and aren't welcoming enough to new players willing to try this game out.

A lot of the old content found throughout Rings 1-6 and Zones 1-2 nowadays is very outdated in comparison to the more modern areas, especially being very unwelcoming to players that might have just picked this game up for the first time after seeing how cool the game's modern towers in the newer areas look like, and that they want to try them out.

However, in order to get to this, they need to sit through the early game progression of both worlds in order to get to these towers that amaze them so much, and this part of the progression always sucks to go through for new players.

A lot of this old content in the early game that these players have to go through has level design that originally fit this game's initial intention of being a rage-based game under ObrenTune's ownership, especially with how simple quality standards for what was passing and what wasn't back then were when it came to what got in and what didn't.

However, this isn't KToH or the rage-based game that so many nostalgia-blinded people from those times know or enjoy anymore.

This is JToH now; **a skill-based game that demands patience, precision and effort from you.**

This is no longer meant to be a game where you have to slog through trial and error gameplay that comes from cheap level design, or blind traps that screw you over through no fault of your own for the sake of pissing you off and testing your patience, such as unindicated conveyors that yeet you out of nowhere, or falling platforms and gameplay like unindicated CanCollide false platforms that you can't know is ahead of you without looking up a guide, which players trying this game out for the first time shouldn't be forced to do in order to beat a tower, and this problem is especially prevalent throughout Rings 1-6's towers and citadels.

Now, let's say if you're a new player picking this game up for the first time**, **just because it got you curious.

If you want to get to the modern towers that inhabit the newer areas these days that you so desperately want to try out just from seeing how cool they look, in particular World 1 with its Rings, you have to sit through around 5 or 6 or so areas of towers that have gameplay, design and creativity standards that do not live up to the current standards, most of which have objectively mediocre or even outright bad level design and gameplay in order to finally start getting to the content that's actually considered pretty good, which starts picking up around Rings 4 or 5 at minimum, only to go downhill for most of Ring 6, and requires, at most, to get to Ring 7 where the content actually starts to spike up considerably in quality.

At minimum, that's literally the entire early game progression, and at most, the whole early-to-mid game progression of World 1 that you have to slog through, just to get to the content that actually starts getting really good in the late game areas of World 1!

Half of Zone 1, and even some towers in Zone 2 also force new players to slog through mediocre gameplay just to be able to get to Zone 3, where the quality of the gameplay starts to get better, and only gets better from there on out despite a few stinkers mixed in there. However, with Tower of Hands Sweating's revamp now ingame, World 2 is a far better experience for new players to start the game off with compared to World 1.

However, that still doesn't fix up the issue that most new players will automatically want to try out World 1 and see what the game is like, as Rings 1-3 is usually where they start off rather than going straight to World 2.

Now, don't get me wrong, Rings 1-6 definitely have their fair share of gems scattered around the early and mid game progression, even if they're inhabited by a majority of mediocre to downright terrible towers in some cases, but this is a matter where the game is not doing a good enough job of giving a good first impression to new players that want to try this game out.

A lot of them are also turned away by towers like Tower of Annoyingly Simple Trials being just boring to play through outright, which, on top of that, is also an incredibly outdated tutorial, alongside some of the other bad towers in Rings 1 and 2, or around 80% of Ring 3 that the game forces the player to sit, grind and play gameplay that's just mid at best, or frustrating, mind-numbing and tedious at worst, because the towers in these older rings don't make a good job of impressing new players and keeping them sticking around, which only

discourages them from continuing to play and from the game getting new life breathed into it from sheer negligence of the JToH Team.

This problem with towers that frustrates new players stems from the fact that they don't get updated or tweaked to better serve the game's standards that it currently sets out to do today with what towers get whitelisted and what don't.

Mainly because veteran players that grew up with these towers back in the KToH and early JToH era are heavily blinded by a toxic side of nostalgia, which results in these older players rabidly defending these outdated towers, saying they shouldn't get touched, modernized or even updated to better serve new players because of "**muh nostalgia**" or for them to remain as is to "**preserve history**" being their only reasonable defenses that are flimsy at best and fall so hard on their face at worst, especially when this is so detrimental in the game's evolution. And yet, these people end up influencing potential new players to also have that same line of thinking, despite the fact they still find them to kind of suck to play through?

Hell, I've even seen a few people say the old ToHS was better, like, you'd rather still keep that garbage in the game compared to the current ToHS that does a MUCH better job at keeping players sticking around?!

You'd rather want old, outdated content in the game that suits much older and drastically different standards that would better serve a rage-based game as this game initially was under ObrenTune's ownership, rather than serve the standards of a skill-based game like pretty much every tower nowadays are expected to follow?

Or in the dream scenario where none of this is a problem, would you rather want towers that keep new players sticking around that don't resort to cheap traps and gameplay that punish the player through no fault of their own, and gives them an incentive to keep sticking around and to delve deeper into the worlds that they want to explore?

Now, to be fair, some people that defend these towers try to argue that the simplicity of these early game towers is actually a pretty good way to ease new players into the style of gameplay towers have to offer, which is a fair point on their end, as introducing a new player to a Zone 8-like tower with extremely complicated gameplay would also end turn them away like so many fangames

that don't even try to ease new players into them, but for radically different reasons rather than through bad level design.

But then you have to consider the unindicated traps and outright bad gameplay that plagues these old towers, which, again, new players have to struggle through to progress through the game, which also frustrate and discourage new players from wanting to play JToH any further when they're constantly being punished by something that isn't inherently their fault in the first place, like unindicated traps/clientobjects/cancollide false platforms, but also for someone like me that finds the argument of "**muh nostalgia**" and "**preserve history**" by these old veteran players so heavily flawed and inherently a double standard to begin with.

Why? Well, unindicated traps, or gameplay that fucks you over for no reason of any kind nowadays is massively frowned upon by the current curation system and, ironically enough, even these same people that argue the old content should stay as is ingame, which only results in said tower trying to get away with this kind of gameplay 9 times out of 10 for modern areas being failed or ruining the enjoyment for many, yet, it's perfectly fine in these people's eyes to keep this kind of gameplay in older areas in the game, despite it discouraging new players from even wanting to continue playing the game?

Talk about double standards.

If modernizing the game's older content by simply indicating conveyors, falling platforms and other unindicated clientobjects or traps bothers you so much, go make a "classic" version of JToH that features all of this, or get someone on the JToH Team to do this.

But oh wait, Gammattor has already done this very thing to an extent with the KTOH Nostalgia Zone place on Roblox, so why should these old towers in JToH not be touched on when this already exists? It's a redundancy at best, and an absolutely terrible first impressions experience for new players at worst that does nothing to help keep them sticking around.

As it stands, these old towers, alongside the early game in general, need to be updated to be far less abrasive towards newer players, and have their level design better accommodate the current standards that the game and its curation system sets out to do, especially as the quality is so massively jarring from something like Ring 1 to something like the more modern areas of the game,

such as Zone 7 or 8 that features none of the gameplay found in the older/early-game content throughout the game.

This unindicated trap nonsense was fine for the KToH era standards, as the towers around this time were built with the mindset of the game being rage-based, but just like random crits in TF2, these unindicated traps and clientobjects have no place in towers any more in the game nowadays, especially as including such a feature in your tower that you're intent on submitting nowadays for curators to review would dramatically ruin any chances of a tower of that kind passing a review from a curator, let alone be considered for an upcoming area for tower polls, unless if you're Tower of Insult to Injury, which got removed after the Punkynil Incident and was replaced with a tower with much less identity and uniqueness to it.

Modernizing the level design of these older area towers effectively doesn't change a damn thing about the tower and the reason for that is very simple:

It's ultimately a net positive if such a problem gets fixed, as all a change like this would do is make the early game content far more welcoming for new players to try out, and the tower would basically remain the same as it is in its layout, structuring and level design.

It also makes the content in the early game progression much more tolerable and less frustrating to play through and makes them more objectionably fair from a level design standpoint to newer players that don't have to sit through tedious trial and error-based gameplay in order to actually get to the actual good stuff that this game has to offer when it's, again, through no fault of the player's own when they keep getting screwed over by unindicated falling platforms and parts that you just fall through for no reason that you couldn't see coming.

Rather, it's the outdated standards that these towers were built around that the JToH Community, coupled with the JToH Team, refuse to want to change this early game content, because of a vocal minority of JToH veterans are still so blinded by their rose-tinted glasses and ***toxic nostalgia***, which only clouds their judgment and ends up ruining the game for any new player wanting to try it out.

Get a grip, KToH veterans, especially when your argument folds so easily on itself like a house of cards.

It’s time to start being more welcoming to new players that want to try this game out, rather than continue pushing them away and making fun of them when they have an actual right to complain about the early game standards that don't fit with the more modern areas of the game nowadays.

And please, if anyone in the JToH Team is reading this, please start doing this and making the game more welcoming to new players, alongside adding an actual tutorial ring rather than let ToAST be the only tutorial for new players.

You’re indirectly pushing away new blood from joining the game with how the early game is currently set up, especially in terms of progression, which only ends up killing off the game faster than you’re already doing by fixating yourselves so much on getting new content out, rather than going back and fixing up the old content, especially with updating old towers to keep them interesting for new players, as well as fun for them on top of that. I find that more important than actually trying to spit out new content after new content after new content.

New players are still waiting for that revamp of ToAST to happen, Jukereise.
It’s about time you get it out now after you finished Tower of Oblivion.

PROBLEM 2

Most of the modern towers nowadays are far too leaning towards creativity, wacky frames and design nowadays rather than sticking with enjoyment and gameplay.
Now yes, despite this contradicting the first problem, let me just be real and say that there’s just so many towers nowadays that tend to go for the wackiest frames, most over the top design included, alongside some of the most overly creative and gimmicky gameplay I’ve seen.

In theory, these towers should be absolute masterpieces.
And yet, these towers for me end up being some of the most unenjoyable and tedious experiences for me to play through.

Case in point for the newest area, which is Zone 8: ***9*** of the towers that were confirmed for this area utilize some kind of non-normal frame, while only ***7*** or so of them that were confirmed are either somewhat resembling towers, or what normal-looking towers appear to be, such as Tower of Manic Lows.

A pattern that I’ve consistently seen when it comes to polls regarding towers is that if the curators, devs and staff consider the towers that get polled

well-designed, “unique” in their identity and creative enough with their gameplay, regardless of how questionable the enjoyment and gameplay value of the end product is and how much it harms the actual gameplay, it seems to have a possibility of getting into the game, regardless of its reputation within the community, such as ToNEF, ToFR, ToML and ToXM, and that’s not even discounting the other towers in the zones and rings prior to Zone 8, which were also considered “black sheep” choices by the community, like Tower of Guided Trials in Zone 5.

As a former curator that has played through a lot of tower submissions without noclip, polled or not, I can confirm that an overwhelming majority of curators, devs and staff that play through these towers during polls do not try to beat the tower legitimately, and instead use noclip a lot of the time to skim through the towers, even submissions that are on the easier spectrum of the difficulty chart.

The main crux of their argument for doing this is that: “**Playing through the towers without noclip would waste too much of our time.”**
And yes, while that is fair for them to use as an argument, especially if the tower is really long or around Remorseless difficulty, basing your enjoyment, difficulty and even rating on a tower on a noclipped run cannot be judged properly when they use noclip as a crutch throughout the tower so much in the first place, as your players that actually play JToH, shockingly, need to play these towers legitimately without noclip when the area they’re confirmed for gets released, which only ends up creating this huge problem where playing the tower is fun with noclip, but is absolutely god awful to grind legitimately, which already creates a disconnect as to what the community wants versus what the JToH Team wants.

This is because of level design in towers that inherently prioritizes overly creative or “unique mechanics” and gimmicks over actual fun level design and satisfying gameplay, or sightreadability being such a huge issue nowadays, because of how overly cluttered and over the top most design in towers nowadays seem to be where you have to constantly move your camera around corners, effective quick time events that come out of nowhere, as well as just punishing the player for not being able to see what’s ahead of them, which really breaks the flow of the overall tower every time this is utilized.

The simple answer to this issue is for curators to stop reviewing towers underneath Intense with noclip, while anything in Intense or above is where noclip starts being acceptable.

I kid you not, there's times where I've played through towers underneath the Intense difficulty without noclip, which ended up being some of the most boring, tedious and frustrating experiences, but for some reason, everyone else in the JToH Team likes, because a majority of them do not even bother trying to beat it legit only take into consideration if it's fun or not to do ***with noclip***, rather than ***without noclip.***

If they're caught doing this, I wouldn't necessarily say punishment is in order, but if they keep on doing this repeatedly, which in on itself is the epitome of laziness, despite being told to not review submissions underneath Intense difficulty with noclip, then action needs to be taken, as it really ends up hurting the game in the long run when tower polls eventually happen, and they give their votes on the towers based off of their experiences playing through it with noclip, which also attributes to not knowing what the actual difficulty of a tower is.

PROBLEM 3

The system used for curation is fundamentally flawed.
Curation nowadays is in a tough spot.
For one thing, a lot of towers end up failing because they don't live up to the standards that curators and the system they use nowadays.

However, as a result of this, towers of much higher quality end up getting into the game, so this really is a double-edged sword where if standards were lowered, more towers would get accepted, but said towers would be of lower quality, and wouldn't be considered as good as everything else.

This isn't a perfect system, obviously, coming from my experience having reviewed so many submissions during my time spent as Curator.
.
For one, it's entirely interchangeable as to which curator you can get for any submission.

Say you're in a situation where your tower ends up failing the first submission, but ends up passing the second submission from the same curator. Good job, now you resubmit it one more time for the third submission to ensure its at its best quality and now all of a sudden, a different curator reviews it, who might have much different standards than the curator who passed your tower the second time, and might even fail it, because they don't like the tower whereas the previous curator liked it.

It only ends up resulting in a cheap slap in the face whenever this happens, especially if it's the last review where this can be especially demotivating. Doesn't matter, go back and make a major revamp or overhaul of the tower despite the fact the previous curator passed it.

Admittedly, some curators do try to take the previous reviews into account, but others just don't and just fail it outright, and even if they do, they still have their own bias on the tower that may or may not be fulfilled and result in a fail, regardless if it passed the second or even the first review.

Second of all, a good majority of curators will not play through the submission legitimately and just skim through the tower, ***even on the easier difficulties.***

More often than not during my time spent reviewing a tower with someone else, I see the curators fail one jump in the tower, which usually doesn't take that long to get back up to, only for them to use noclip to get back to where they fell, rather than try to get back to where they fell legitimately, even on submissions that are on the easier side of the difficulty chart.

As someone who tries their hardest to beat tower submissions legitimately, low quality or not, this is just so slothful on the curator's end, and yet, they keep getting away with this and get no repercussions for doing so.

This is an easy fix for them, as if you're a curator that still insists on keeping noclip while reviewing a submission, you could play through two whole floors of a tower legitimately, then noclip them once you pass them and end up falling back down to them, especially soul crushing towers or even Remorseless where I can find using noclip to be far more excusable.

However, beating a floor or two legit before using noclip on it should be done first, until you've cleared the floor in question, just so that for tower polls, you don't accidentally end up voting in a tower that you may think is Terrifying, only for it to end up being Catastrophic because of an overly abused noclipped run.

Third, the curator can just pass or fail a submission depending on if they enjoyed it.

While Gamma back during Zone 7 polls talked about curators failing or passing towers because of their quality, he stated that enjoyment is taken into consideration only for tower polls, not reviews.

Well, surprise, surprise.
When it comes to passing a tower, especially if you go into the #curator-reviews channel, you can actually read through some reviews that point out enjoyment to some degree, and that alone being a deciding factor as to whether or not the tower got in, despite towers not being the highest of quality at times.

Case in point being Tower of Trigonal Descent that I made, which ended up failing twice because it was deemed far too long, despite the fact that the overall quality was still there to ensure it passing, yet, here, enjoyment was taken into consideration because of length, and it ended up failing as a result.

So Gamma making this statement about enjoyment not being taken into consideration is such a big lie on his end, because curators actually DO pass or fail towers that end up being enjoyable or not for them.

I need to explain why the curator passing or a failing a submission if they enjoyed it or not is so flawed to begin with, as back when there was a 3-vote system compared to the current system we have nowadays, it showed that some curators would end up passing a tower that they enjoyed, while one or two of them would fail a tower that they didn't enjoy or thought didn't live up enough to their standards, both of which were conducted on the same tower.

You can search up the reviews that did utilize this 3-vote system before it was scrapped in favor of the current system.

A good example of this is Tower of Two Sided Trouble's review, ToTST now being in the Lost River subrealm.

Here, you can see two curators passing the tower, while one of the curators failed it.
https://i.gyazo.com/5f2c0d0b9b36c5a5404305f8d8848a57.png

So yeah, this current system is fundamentally flawed from an objective standpoint, especially compared to the previous version, despite this version being more streamlined, it just doesn't do a good enough job.

And even the previous version suffered the same issue, as the tiebreaker if there were two curators that passed and failed the same tower would also fail or pass it, depending on if the third curator liked it or not.

There's really no good way for curation nowadays to be considered objective, outside of going back to the +/=/- format and following it directly and without question, but even then, curators will always have vastly different opinions from one another, with some being much nicer and forgiving than others, while others such as myself back when I was a curator failed towers that had a bunch of small issues piling on top of one another that ruined the experience for me.

And finally, I will bring up a specific issue in this system, which are also detrimental to this game's lifespan: Tower revamps.

More specifically, the way tower revamps get reviewed.

I'm all for the requirement that you need to get the creator's permission in order to revamp a tower that's ingame, or if you're the creator revamping the tower themselves and submitting it, but good luck ever getting something like a Ring 2 tower that you're revamping, especially if you try to stay true to the style of gameplay it has ingame to ever pass the curation standards, let alone get it ingame.

See, if you're submitting a tower revamp to replace something ingame, like Tower of Shattered Dreams, or Tower of A Depressing Future, or Tower of Twisted Inquisition, or Tower of Linonophobia, or hell, even Tower of Mirrored Hecc that I made, that revamp needs to undergo the same treatment as every other tower for an upcoming area.

Which is to say: **It has to be reviewed with the same quality and standard as every submission that is intended to get into an upcoming area of the game, *rather than have its own system for revamps replacing old, outdated content.***

Basically: If you want to submit a revamp for an old tower that you got permission to make from the creator of the tower, or are the creator yourself, your revamp needs to undergo the same treatment as when reviewing a submission made for Zone 8/Zone 9.

This reason for the way tower revamps require to be reviewed is flawed on so many levels, so let's start breaking it down on why that is.

For one thing, a lot of people in the community are against overly modern towers being added to the early game content, such as Ring 1, and those aspiring to be video game developers in the future that understand basic game and level design should know that keeping things somewhat simple and easy to understand and learn in the early game for new players is very, very important in a video game, shockingly enough.

But when it comes to making revamps for the game, that philosophy of keeping everything simple and easy to understand is now suddenly thrown out the window for the sake of getting the revamp to pass with modern standards, because in order to get it to do so, you need to start including loads of creativity, good design and extremely varied gameplay like rotation and purist techniques in your revamp of the tower you're trying to replace in game, just to get it to pass the current standards and to improve an old tower in the early game of Rings 1-6 and Zones 1 nowadays. And even then, they might even make up the excuse that it's: "Too modern", even though they are reviewing the revamp with modern area standards, rather than, let's say, Ring 2 or Ring 6 standards for the revamps made on ToSD and ToADF.

It's an incredibly stupid system, overall.
Because by enforcing this same standard of quality onto tower revamps, you make it too hard for tower builders, especially the creators of said towers to replace content in the game that's not looked upon fondly by many, which all the more contributes to the amount of frustration the creator of said tower has to endure, on top of having to deal with the fact that their work in the game is most likely hated by so many players and that they want to try and fix it up, but keep getting their revamp, sometimes considered much better than the current version ingame by the tower, denied every single time, simply because it doesn't live up to the current standards, rather than the revamp just being a question of:
Is this tower better than the current ingame version?

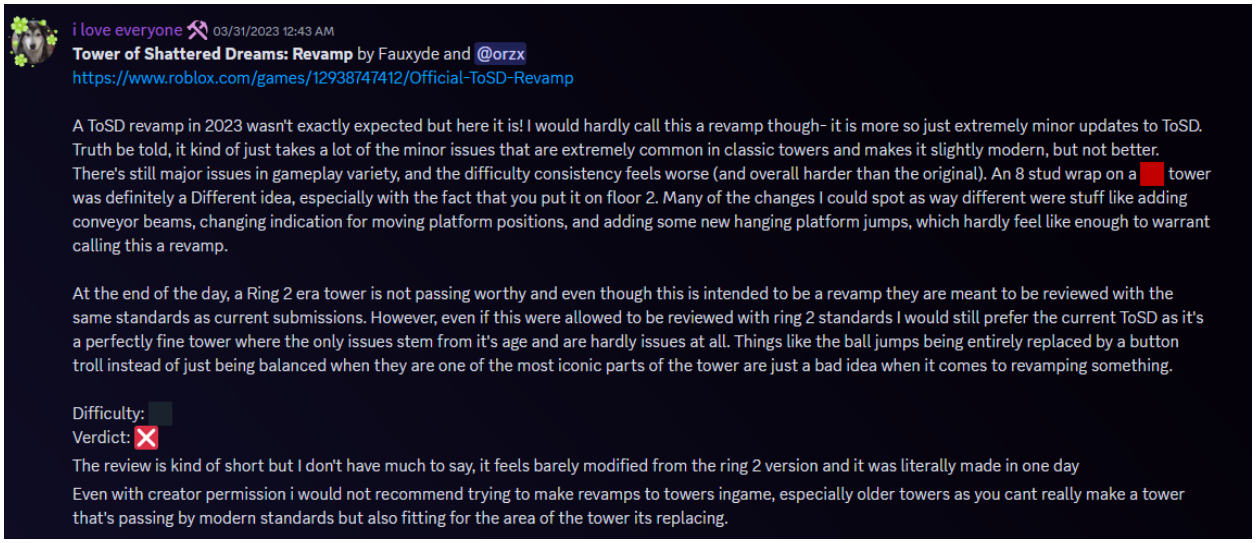
A good example of this being the case is Tower of Mirrored Hecc's revamp that I made a few years ago, which ended up failing several times, despite the amount of positive feedback that it got by virtue of it basically being much better than the old version before the revamp took its place, but it mainly came from it being Challenging rather than Hard, yet, curators also failed it for different reasons outside of it being too hard for its intended difficulty, until Jukereise came along and passed it.

Same case goes for Tower of Difficulty Chart's revamp, which was headache-inducing for It_Near to deal with pre-insertion, and he had attempted a few times to get a revamp to pass, but failed every time when trying to do so, because it didn't live up to the current standard at the time, rather than it passing because it's better than the ingame version, although that included one of his attempts being rated Extreme rather than Insane.

Up until me, Clloy and It_Near decided to work together on the current version you see in Ring 2 today, which still ended up failing twice from reasons outside of it somewhat overshooting its difficulty, until Jukereise herself came along and ended up passing it herself, much to the chagrin of people that were pretty biased in favor towards the old version and were living with rose-tinted glasses.

And as of recent, Tower of Shattered Dreams got a fanmade revamp that was approved by Fauxyde themselves to replace the current one in JToH, but this was denied once it failed to pass by virtue of it being slightly harder than ToSD ingame, coupled with a few other issues, but also because it didn't pass the current standards that the curation system sets out to enforce for everyone to follow, which, again, includes revamps such as this, which will objectionably be of lower quality than your average tower that gets submitted to Zone 8 or Zone 9, because it tries to keep the gameplay and quality within the same standards as Ring 2 era in the case for ToSD's attempted revamp, in this case, not trying to make it too overly complex or mechanically instrinsic.

Even Temmeh states this in his review of the ToSD fan revamp that Fauxyde approved and wanted to replace the current ToSD ingame:


i love everyone 03/31/2023 12:43 AM
Tower of Shattered Dreams: Revamp by Fauxyde and @orzx
https://www.roblox.com/games/12938747412/Official-ToSD-Revamp
A ToSD revamp in 2023 wasn't exactly expected but here it is! I would hardly call this a revamp though- it is more so just extremely minor updates to ToSD. Truth be told, it kind of just takes a lot of the minor issues that are extremely common in classic towers and makes it slightly modern, but not better. There's still major issues in gameplay variety, and the difficulty consistency feels worse (and overall harder than the original). An 8 stud wrap on a tower was definitely a Different idea, especially with the fact that you put it on floor 2. Many of the changes I could spot as way different were stuff like adding conveyor beams, changing indication for moving platform positions, and adding some new hanging platform jumps, which hardly feel like enough to warrant calling this a revamp.
At the end of the day, a Ring 2 era tower is not passing worthy and even though this is intended to be a revamp they are meant to be reviewed with the same standards as current submissions. However, even if this were allowed to be reviewed with ring 2 standards I would still prefer the current ToSD as it's a perfectly fine tower where the only issues stem from it's age and are hardly issues at all. Things like the ball jumps being entirely replaced by a button troll instead of just being balanced when they are one of the most iconic parts of the tower are just a bad idea when it comes to revamping something.
Difficulty:
Verdict:
The review is kind of short but I don't have much to say, it feels barely modified from the ring 2 version and it was literally made in one day
Even with creator permission i would not recommend trying to make revamps to towers ingame, especially older towers as you cant really make a tower that's passing by modern standards but also fitting for the area of the tower its replacing.

Now, I do agree that ToSD's fanmade revamp wasn't the best in its execution, but outright discouraging people to replace old content in the game that people don't really like? ***Why the hell would you even do this in the first place?***
Now, even when the revamp of a tower that got submitted does pass, with modern standards, mind you, it's not always guaranteed to get into the game.

Luckily for Gammattor's towers, two did in the form of Tower of Terrible Mondays and Tower of Deep Sighing, because he is a JToH Team member and would basically do so at a whim now that he actually is the co-owner, alongside Punkynil's Tower of Inner and Outer Scaling back when that was a thing, and eventually Tower of Mirrored Hecc and Tower of Difficulty Chart getting their revamps inserted, so a revamp replacing the original version of a tower is not unheard of, and isn't impossible to get ingame.

However, then you have something like Tower of A Depressing Future's revamp, which Temmeh has actually passed and approved to get into the whitelist, with Temmeh himself saying that it's good to go and ready to be inserted into Ring 6.

This has yet to happen, and the reason for why it hasn't been inserted into Ring 6 yet is because some people on the JToH Team, such as Zulpiz, do not like it and doesn't want it replacing the current version ingame, despite the objectionably better quality of the tower and gameplay compared to what you currently got in Ring 6.

If the community ends up liking the revamp so much more than the original version, why NOT replace the ingame version with the revamp that people look at more fondly? Because of nostalgia, "preserving history" or that you, the JToH Team think the tower ingame is "fine as is"? People still shit on Tower of A Depressing Future even to this day, alongside a decent majority of the early game progression towers that still do not do a good enough job of keeping new players sticking around.

And that's not even mentioning updates to some towers, as well.

Look at something like Tower of Cone Mesh Climbing, which took a while for its updates that were requested by its creators to get implemented ingame, or tower creators in general that want to update their ingame versions to be of much better quality and enjoyment, yet, still have yet to get their hands on the ingame models for them to start doing so, such as Salveritie with Tower of Nervous

Sweating, which he has wanted to update for a while now, and still hasn't gotten, yet.

PROBLEM 4

Tower polls are rushed and poorly-handled.
As I said in my development history, around Zone 3, we decided to move on from tower polls being exclusive to staff and dev members and included curators into the mix.

To this day, this very same system that we decided on using is still being utilized for upcoming areas, and while a lot of the tower picks are fine for the most part, this system has its issues, which the curators, developers and staff members have never bothered to try and fix up, even when I pointed the issues out to them during the polls and goes hand in hand with the previous problems.

For one, curators wouldn't really "play" the tower during tower polls, much like how they review submissions.

Instead, they would, just like when reviewing submissions, skim through the candidates that were picked and play through the tower with noclip for a good majority of it and then give their vote depending on that playthrough, rather than do most of it legitimately, then give their vote after based off of a legitimate run of the tower.

I could sort of understand where they're coming from with this if the tower in question was in Remorseless or SC difficulties, or if the tower in question is pretty long, but once noclip starts being abused as a crutch through towers with a difficulty of Intense or below, then that is where I start to wonder if the curators are even good enough at their jobs as they make it out to be in their curator applications, especially when they have the power to dictate what gets ingame and what doesn't through said crutch.

They not only do this for tower polls, either. Sometimes they also do this for tower submissions where they just won't even bother playing through the tower legitimately, and passing or failing the tower on a noclipped run.

This ends up creating a problem for the tower that got passed later down the line where it, at worst, will either sit in the whitelist and rot in there forever, never being used because most of the JToH Team think it's not good enough for tower polls because the curator who reviewed it used noclip too frequently during their

review of it, or be considered for an upcoming area, but then end up getting denied, because it isn't fun for everyone else because of how unfun it actually is to try and beat.
Or, in the “”””best-case””” scenario, the tower that got passed with a noclipped run ends up getting into the game, only for it to get disliked by a good chunk of the playerbase, because it's not fun to grind or play without noclip, all because the curator who passed it, along with everyone else on the JToH Team couldn't take their sweet time to bother playing the tower legitimately, just to see if it's just as good as everyone makes it out to be.

Again, it's pure laziness on the JToH Team's end.

Second of all, the amount of time you're given during polls is just not enough and goes in hand with the first issue.

To this day, tower polls usually end up lasting a day and it frankly isn't enough time to gather everyone's opinions for the candidates, and it all ends up feeling so rushed in terms of how polling gets handled.

This goes in hand with the first point, where the very short amount of time you got for polls forces members of the JToH Team to start abusing noclip and to skim through the candidates, otherwise the poll will be over before they even make it halfway through the list or even start going through the towers, especially if they want to try and play through the candidates legitimately, but get frowned upon for doing so.

It also doesn't help that sometimes, the “clear winner” choices were picked end up being liked by the curators, developers and staff, but the community doesn't like them or consider it a black sheep pick, such as the towers within the harder difficulties, which usually end up accidentally overshooting their difficulties such as ToRER or ToSO, because the JToH Team and the curator who passed the tower couldn't take into account what the tower would be like on a legitimate run and, objectively, underrated the tower as a result.

Third, forced difficulty slots.
I see some of the staff saying how some of their picks for certain difficulties, such as Intense, were considered “weak”, when this could have been entirely avoided, especially on their end.

Let's take an example: Zone 6.

Zone 6, as they stated, had some of the weakest Intenses in the game, even something like Tower of Hazardous Laddering, which is a fine tower in on itself, was considered a weak tower by the JToH Team, and isn't really that memorable in the grand scheme of things compared to something like CoTaW, ToAF, ToTDA or ToMM.

However, because the JToH Team ends up being so uncompromising and tries to shoehorn in an unnecessary amount of towers in a certain difficulty to fill out a difficulty criteria, this ends up hurting the quality of the zone, because they don't want to change the difficulty placements to better accommodate towers of higher and more enjoyable quality, when the solution to this issue is dead simple.

How can it be fixed?
Well, all they need is to swap out one difficulty for another, rather than just shoehorn in another tower of a difficulty that already suffers from a weak competition and doesn't need a lackluster tower forced into an upcoming area, solely to fill out a difficulty slot.

It's not doing anyone any harm in the grand scheme of things, as long as the creators of the towers are given an explanation for why their towers didn't get into the game, which, yeah, good luck ever getting one with how secretive the JToH Team currently are with tower polls and with results.

This problem having gone unfixed for so long has ended up harming some areas in the game, such as Zone 6 with this kind of mentality on the JToH Team's behalf, where everyone involved in the polls found the Intense competition pretty weak all around, yet, ended up forcing in 3 Intenses ingame, now 4 by virtue of CoTaW being bumped up to Intense, because this is what happens when you abuse noclip so much, even going back as far back as Ring 7 with fucking ToER, which they thought was Terrifying, but was actually Peak Catastrophic, for christ's sake.

Fourth, Bias.
Yes, this is genuinely a point that a lot of people just end up not taking seriously, but from my experience: Your tower will or won't be polled, whether or not you are or were a very controversial figure in the community, especially if you are or were within the JToH Team, or if it's "*not going to win against the other towers*" as Vendetta06 liked to claim, which I still question if removing tower candidates from the tower polls based off of one person's opinion on it is a justifiable reason, as Vendetta06 or DispensableArray, the two people who would usually decide what

should be picked as candidates for the upcoming area, would usually end up playing the towers in the whitelist and select those that they think were good enough for the upcoming area that they're going to host the poll on, rather than listening to what the community wants.

Vendetta06, alongside other JToH Team members, would consistently use this as his strongest argument as to why certain towers wouldn't get polled, stating that a tower would get removed if he thought it wouldn't stand a chance against the other tower candidates for an upcoming area, which is horseshit on so many levels, as he's picking the towers for us to choose from that **he, or in DispensableArray's case, she,** considers good enough, not the community or what everyone else in the JToH Team thinks.

He's done it with ToGT, too, which only got in through a fluke because Vendetta06 thought that that tower was good in his eyes, while many of us found it pretty weak and even downright obnoxious to play through, especially on a legitimate playthrough, yet, here it is, managing to still get into Zone 5 despite our protests because of the way Vendetta06 handled the polls around that time and let his bias cloud his judgment.

This issue has occurred since Ring 7, and this problem still happens to this very day where if someone like Vendetta06 or DispensableArray manages the polls and they stumble upon a tower that they didn't like playing through, despite the JToH Community wanting it ingame, they will actually remove them from the list of tower candidates that could be considered for tower polls, despite it being popular within the community, or even liked by other members of the JToH Team.

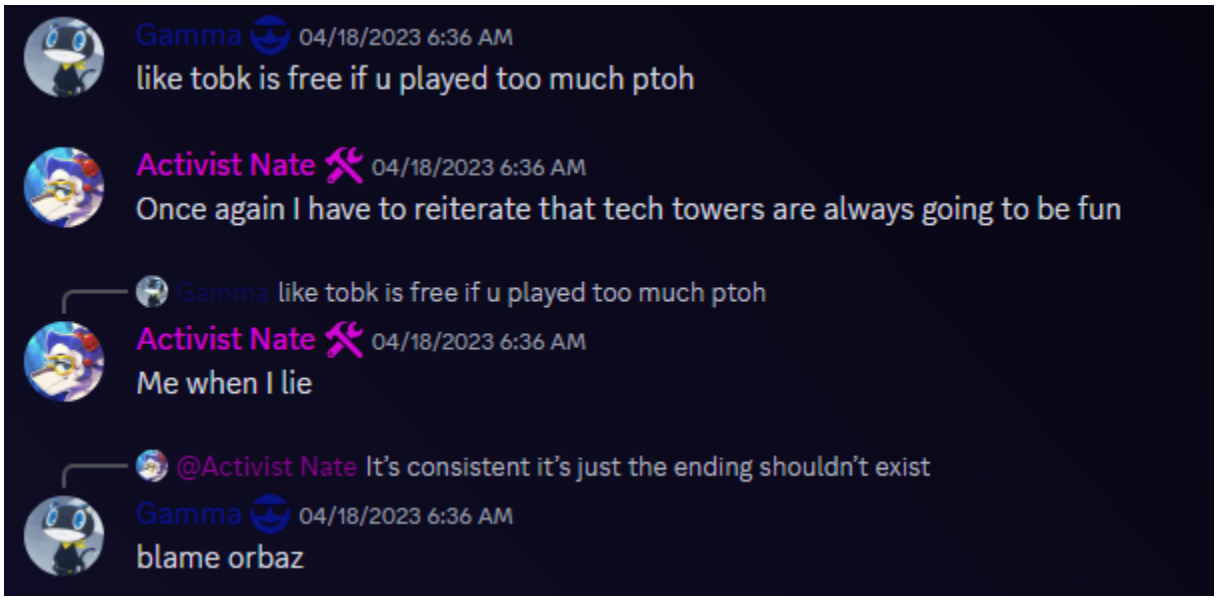
One of the more blatant examples is during Ring 9's Extreme difficulty polls, which ultimately came down to it being either Tower of Bloodthirsty Kenos, or Tower of Pure Torment, created by the same creator that made Tower of Triangular Terror in Zone 2, being selected as the Extreme for that area.

Gammattor, who absolutely detests Tower of Pure Torment and has made his opinion on it very clear to the JToH Community several times over the years, basically ended up begging **EVERYONE** during tower polls to not vote for it and even considered getting it removed outright from the polls or even deconfirmed if it ever got ingame again, which again, further contributes to the JToH Team and the ones selecting the list of candidates for everyone else to pick from allowing their bias to cloud their judgment during tower polls.

Because Gammattor was a very trusted and influential member in the JToH Team, people went ahead and picked ToBK over ToPT, despite the fact that I found ToPT's gameplay more fun, varied and interesting, with it potentially even becoming a solid Extreme tower if some tweaks and updates were applied to it, rather than some bloody red-colored pole tower that utilizes extremely jank purist PToH gameplay, along with a final stretch over nothing that, yes, while I am to blame for suggesting that idea, was not in any way my fault for the way it was executed.

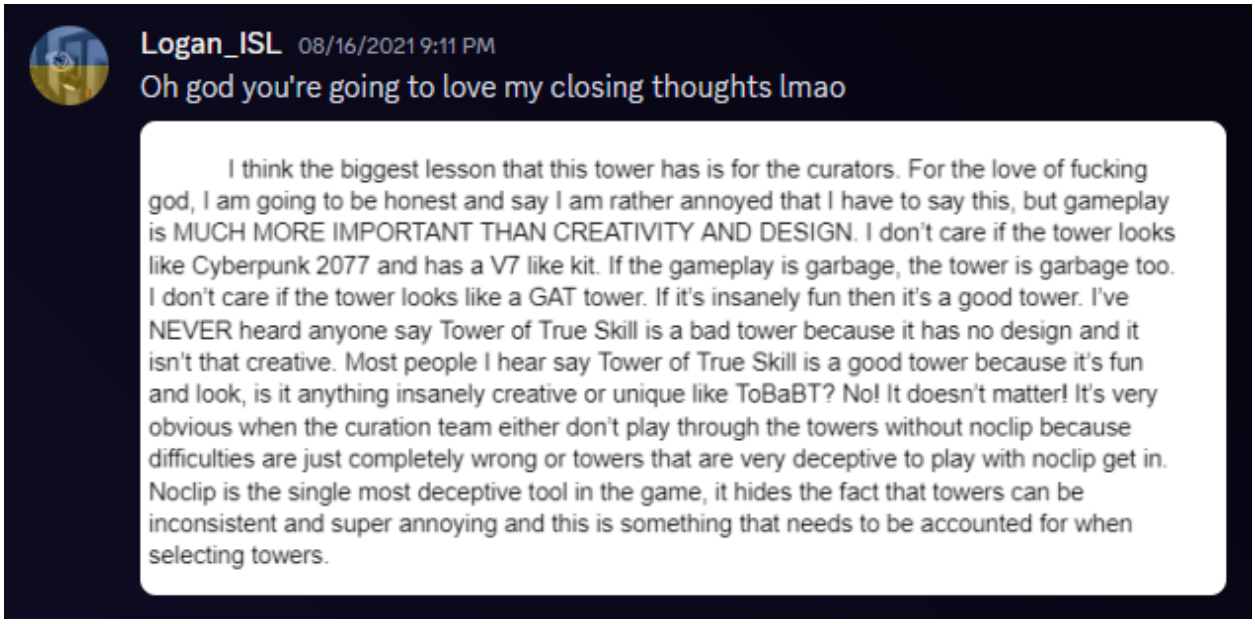
Rather, it was the creator of the tower who buffed it way too hard for the sake of making it an Extreme difficulty tower.

Please quit fucking blaming me for issues that aren't necessarily my fault, for god's sake, it's been pissing me off for so long.


Gamma 04/18/2023 6:36 AM
like tobk is free if u played too much ptoh
Activist Nate 04/18/2023 6:36 AM
Once again I have to reiterate that tech towers are always going to be fun
Gamma like tobk is free if u played too much ptoh
Activist Nate 04/18/2023 6:36 AM
Me when I lie
@Activist Nate It's consistent it's just the ending shouldn't exist
Gamma 04/18/2023 6:36 AM
blame orbaz

I'm not saying that I also had a part in also influencing other people's votes during tower polls, but keep in mind that I actually had standards for what got in and what didn't ***and the fact that I actually bothered to, you know, <u>PLAY</u> the tower candidates that were selected for polls legitimately,*** rather than what Gamma, Vendetta and so many others in the JToH Team preferring to lazily skim over the tower rather than actually try to beat it to get an actual idea of what playing the tower ingame is going to be like.

Logan_ISL, when he and I worked on the second episode of Bad Tower School on Linonophobia put it best here:


Logan_ISL 08/16/2021 9:11 PM
Oh god you're going to love my closing thoughts lmao
I think the biggest lesson that this tower has is for the curators. For the love of fucking god, I am going to be honest and say I am rather annoyed that I have to say this, but gameplay is MUCH MORE IMPORTANT THAN CREATIVITY AND DESIGN. I don't care if the tower looks like Cyberpunk 2077 and has a V7 like kit. If the gameplay is garbage, the tower is garbage too. I don't care if the tower looks like a GAT tower. If it's insanely fun then it's a good tower. I've NEVER heard anyone say Tower of True Skill is a bad tower because it has no design and it isn't that creative. Most people I hear say Tower of True Skill is a good tower because it's fun and look, is it anything insanely creative or unique like ToBaBT? No! It doesn't matter! It's very obvious when the curation team either don't play through the towers without noclip because difficulties are just completely wrong or towers that are very deceptive to play with noclip get in. Noclip is the single most deceptive tool in the game, it hides the fact that towers can be inconsistent and super annoying and this is something that needs to be accounted for when selecting towers.

As pessimistic as I am about how they select towers nowadays, there's a small part of me that hopes that they don't repeat this mistake again when Zone 9's towers start getting confirmed, because I cannot bring myself to see another zone that's filled with the same "creativity > gameplay/enjoyment" style that I, along with several people that grew up around the 2019-2020 era are starting to grow bored and tired of seeing, some even having quit the game because of how stale and boring it's gotten.

Although, knowing how they review towers and choose towers, it's unlikely such a change is ever going to happen, even if such a change would ensure towers of higher enjoyment would get in over towers that prioritize overly creative mechanics and sharted out design everywhere.

PROBLEM 5

The removal of tower difficulty polls from the community.

Remember back during Ring 9 development when I said that tower difficulty polls were removed because of people trolling the votes?

It's about time that we finally talk about it.

This system was a very useful way of gathering opinions from the community on what the difficulty of the tower ingame was, compared to the difficulty the JToH Team and the creator of the tower thought it was during tower polls.

Think of something like Ademiere's difficulty polls in his server, where he would occasionally host "communal difficulty polls" to gather opinions from the community on what they thought the difficulty of the tower was, which in my eyes, are a much better way of determining a difficulty rather than listening to a select few people or one person, kind of like how ObrenTune dictated difficulties of ingame towers back when he was the owner of the game.

Back before this was removed, this worked almost exactly the same, except for the fact that the integration of this system was pretty bad and was a fault of the JToH Team's, mainly Gammattor's.

Let's start with why.
For one thing, you could actually cast your vote on what difficulty you thought the tower was ***before you had even beaten the tower.***

A good example of this is Tower of Frightening and Confusing Trials, where once you got to around like Floor 8, or I think it was Floor 9, you would be prompted with a loud sound and a GUI to the left of your screen saying you could now vote on what difficulty you thought the tower was, rather than the moment when you touched the winpad, or when it was basically GGs.

For starters, the sound was way too loud, interrupted the flow of gameplay and came off as a jumpscare to most players, which more than often ended up with players failing a jump from being so caught off guard by a system that was implemented in a flawed matter.

Now if not for that, there was also the fact that you could literally just cast your vote on a tower's difficulty without even beating it, which still baffles me to this day as to why the JToH Team didn't consider making it so that you could only vote on a tower's difficulty after you beat it, which led to a lot of votes from people that ending up underrating the tower's difficulty, especially when said people haven't, let's say, beaten ToFaCT Floor 10, which is notorious for its somewhat long final stretch that made people complain about it being on the lower end of Extreme, rather than Peak Insane, or Tower of Nervous Sweating, where once you made it to Floor 10, you could then vote on what difficulty you thought the tower was, despite the fact a lot of the difficulty from ToNS came from Floor 10

itself and from its sheer length, coupled with its crushingly high punishment on the final stretch that was situated over literally nothing.

Second off: People would troll the voting system and purposefully underrate towers of a certain difficulty.

Case in point being towards Tower of Champion's Road, where people voted Low Catastrophic on it despite its gameplay in terms of raw difficulty being much harder than the lower end of the Catastrophic towers, being around Mid-High Catastrophic to some and even High Catastrophic by those who actually beat it. Same case goes with other controversial picks, such as the schism between Tower of Inevitable Failure and Tower of Tornado Vehemence in Zone 4 being hotly contested, with some people even wanting the two towers to swap their difficulties around despite the fact ToIF is easily around Mid Insane difficulty.

And third: Tower difficulty polls wouldn't usually last that long after the launch of a area, which effectively only allowed people that have met the requirements to join the ring at the time to be allowed to vote on the towers, considering how short some of these difficulty polls were, such as Forgotten Ridge's difficulty polls.

Rather than put a blacklist that banned these people from trolling the votes, discrediting the votes or working on fixing up the voting system, the JToH Team opted to go for an extreme approach and outright removed the system in favor of allowing only the curators, devs and staff to determine the difficulty of the tower, unless if a lot of people complained about its placement on the difficulty chart.

This move on their behalf was just terrible, and has had consequences for the game and its difficulty placement when it comes to towers, especially for determining difficulty placements on the difficulty chart, especially as most of the JToH aren't even that good at placing the difficulties of the towers on the chart properly, since, you know, they use noclip as a crutch for when reviewing towers or polling them for upcoming areas.

Recall that in the previous problems that I stated curators would often not bother trying to beat a tower legitimately and end up abusing noclip.

Well, that problem comes once again here.

There's times when said towers would often end up being bumped up in terms of difficulty, because the JToH Team ended up heavily underestimating the actual

difficulty of the tower, since they based their experience and difficulty off of the tower off of a noclipped run for a vast majority of their time spent playing it during either reviewing it when it got submitted, or during tower polls, where pretty much everyone used noclip to some extent, regardless of tower difficulty.

And because the tower polls system is now gone, now whenever someone claims a tower is a difficulty higher than it's intended, especially notorious when it comes to Peak Remorseless towers, or a Peak difficulty placement in general, that person usually gets called out for having a skill issue, despite the fact that, as a example, I made it to CoWS Floor 25 legitimately, yet, I still think that despite it being Peak Remorseless ingame, it's easily around the lower end of Insane due to its extremely high punishment, length and a plethora of other reasons that warrant my opinion as such.

Cue me getting clowned and memed on, as well as being told to leave JToH for starting drama. You see what I mean when this move on their behalf had consequences for the game?

Here's how you bring back tower polls without flopping its execution, if the staff team ever decides to bring it back into the game.

1) Make it so that you can only access the tower difficulty polls area **AFTER** you beat the tower in its entirety. Along with this, make it so that tower difficulty polls areas cannot be unlocked if you've equipped a boost item whatsoever.
2) Add a blacklist dedicated to barring out people that purposefully troll the votes or underrate the difficulty of a tower as to prevent people from artificially lowering the tower's placement on the difficulty chart.
3) Have difficulty polls last much longer, extend it to last around to a month or two, then move around the polls accordingly whether during or after the difficulty polls if there's a significant amount of results. (Such as Tower of Bent Trauma being moved up to Insane.)
   You could also rehost difficulty polls at a later time after the first polls to see if people have changed their opinions on a tower's difficulty ingame.
4) Make it so that after difficulty polls end, the results are revealed to everyone in the JToH Discord and see if they're satisfied with the results or not. You know, because good communication is key to a successful game and its development.

PROBLEM 6

The developers and staff team are exploiting their community and profiting off of their towers and work.
This is a very bold claim that some might not agree on, but let's look at it this way:
What do you really achieve from getting your tower into the game in the first place?

Well, first off, if your tower passes a review, congrats! You get a dark red role, and permission to make wacky frames if you get the Builder role, along with getting your tower whitelisted.

Now, what do you get if it gets ingame? Your name goes from dark red to black, and people get to play your tower and you get exposure as a Contributor to the game!

Whether that you get good exposure or bad exposure is completely out of your control, though, and if it's the latter, have fun getting hate dogpiled on you as the only thing you can do is pray to god that the JToH Team will listen to your requests on updating the tower, let alone accept your suggestions to fix up the tower or just leave it as is!

But let's take it a step further: What do you get if you have VB?
You gain that role through special circumstances. The first of which being if you win a contest over everyone else's entries, which requires you to work your fucking ass off to its absolute degree, which most likely will result in burnout, or the tower being seen as overrated, such as with Paradise Atoll's winner, Steeple of Upright Cliffs made by Isxzter, who went on to make a tower that would eventually get into Zone 7 through Tower of Cylindrical Extensions, which wasn't nearly as impressive as the other Zone 7 towers.

Gaining this role, by default, is going to put an extremely high amount of expectations on you from not just the JToH Community, but from the JToH Team, especially if you're a verified builder compared to a Verified or a Builder/Contributor that has a much easier time getting their towers to pass versus you, who has to constantly try to innovate new mechanics and gameplay, and it just ends up putting so much pressure on you while everyone else below your role has it so much easier.

Or the second reason: If the JToH Team thinks you make such good towers, which mind you, some builders/contributors have made several dozen towers in the past and still haven't gotten VB, or hell, even Contributor yet, while some have almost gotten VB, or even already getting it outright for submitting only a few towers like Treeknighter, who got it once ToTDA passed alongside ToRC, both of which got into Zone 6.

Once you get that role, you are able to make citadels and use CCOs or Custom Client Objects as they're called, and maybe participate in making a steeple for an event that year if the JToH Team thinks you're good enough for it, usually picking recent or new VBs instead of old/veteran VBs, with actual monetary payment for making temporary content that usually lasts a whole month, versus making permanent content for the game that lasts for the game's whole lifespan.

Oh yeah, and I guess knowledge on what to make when it comes to level design, and what not to do when it comes to that alongside design and creativity, but that depends on the curator you get during reviews, alongside the standards you're expected to follow that depends from ring to ring and from zone to zone, which sometimes you don't always entirely agree on, but are forced to conform to their ideologies just to get your content added ingame, even if you don't like following them.

Yep. That's about it.

Now, you might not think that's so bad, and for some, it kind of isn't as exposure for some is a good enough reward as is for some people, especially if you are a VB and get picked for an event to build something for.

However, let's look at this more objectively.
You are simply wasting your time building something for a game you enjoy and you are not gaining any monetary value or benefit for your hard work outside of getting attention, while the developers of the game and some staff who you're contributing this effort on your behalf end up gaining monetary value from putting your work and labor into theirs for them to profit off of, on top of getting their payment after an upcoming area is released to the public to play, which honestly isn't even THAT hard to do if everyone ideally was working together and coordinated together.

Wanna know why it's so stupid easy for them?

All they have to do is make a lobby, which usually isn't that hard to do if everyone's working on it together, they could even make it somewhat low quality if they want to lower the bar for an upcoming area.

Then they get everything set up such as scripts and portals, then bug test and bugfix the towers, add audio to them and boom, job's done for them! New area released! Even with bugs and whatnot present that makes up for a sloppy area release, they can just go ahead and fix them up a little later, case in point with Zone 8.

And what do they get, compared to their hard-working community, whose towers they pick for the game?! The JToH Team ends up being showered with hundreds of thousands of robux from the game's group funds and revenue, usually from players that purchase Vertical Mobility, while all you, the person who helped contribute your work into the game, gets a role that gives you a different color to stand out from the crowd from your hard effort getting your tower in the game, alongside some minor perks when it comes to building stuff for the game for the JToH Team to continue reaping and sowing off of. It's essentially child labor!

And let's not forget that your tower has to be of high quality to even get into the game in the first place, on top of it needing to beat out the other towers in what's basically a competition via tower polls that in general is kind of inconsistent and throughout the 3 years it was started since Zone 3, has not been executed well in general with the method the JToH Team has handled the polls, due to the rushed nature of it all and how they love to spam noclip as a crutch through the tower candidates to waste as little time as possible.

The community might really like your tower, and it could become super popular among the crowd, but at the end of the day, it's the JToH Team that ultimately decides if your tower gets into their game, not the community, which, mind you, have much different standards than the JToH Community, if not, in my opinion, better.

I shouldn't even need to explain why this is such a huge problem in the first place when the game's group has ***1289271 ROBUX, A.K.A.: 1.29 MILLION ROBUX IN ITS GROUP FUNDS!***

And Jukereise, let alone the staff team can't even be bothered to give at least like 3k-5k robux to the creators of the tower that got their work and effort that they put

heart and soul into featured in the game, which is more than enough to still have a good chunk of group funds in the group!

Let's think about all of this and do the math, shall we?
If an average tower is worth 5k robux if it gets ingame, seeing as there's 173 towers currently available to play through within the game, you'd have to pay:
5k Robux X 335 = <u>1675000 Robux</u>.

Yeah, that's over all of the current group funds that get paid out. Which, by the way, a majority of your group funds go towards the very same developers who make the lobbies for the game, which, you know, are probably the least important part of what makes up an upcoming area, compared to the actual content you reap and sow from the community and feed all of that payment to the developers, not the people who gave you all of the content needed?

That's also not taking into account that some of the robux can be deducted by the fact that people don't play JToH any more and can't be contacted any more, because they have moved on the game and its community altogether.

Then we have the steeples, of which there are 41 of them currently available.
If an average steeple is worth 2.5k robux if it got ingame, as there's 41 of them confirmed ingame as of the time this document is published, then

2.5k Robux X 82 = <u>205000 Robux</u>.
Still under half of the game's group funds, sitting at ***<u>1880000 Robux!</u>***
And again, because some of the steeples' creators can't be contacted or don't play Roblox any more, some of the Robux can be easily deducted, alongside the fact that Jukereise herself can just add the funds from her own pool of robux on her account directly into the group funds itself to alleviate these issues!

Finally, there's citadels.
Now this may vary depending on how many floors there are on the citadel, but let's say the average citadel is 18 floors, doing the math of all the citadel floors throughout JToH combined, which translates to ***8.5k Robux,***

You'd get ***8.5k Robux X 24 = <u>204000 Robux</u>***!
Yet again, you can also have its amount deducted by the fact that some people who made the citadel don't even play Roblox or JToH any more, and can't be contacted!

This leaves us with a whopping total of ***2084000 ROBUX TOTAL COMBINED***, ***a.k.a.: 2.08 MILLION ROBUX,*** just to pay everyone that's gotten a tower, steeple or a citadel into the game! Not mentioning the fact that developers get so much more payment in return for what they do compared to the community.

And to those worrying that may be a bit too much payment to the community to get, let's also not mention the amount of robux Jukereise has in her pockets on top of that, too, especially before the game was migrated to the JToH group that she's kept to herself, and that there's already some steeples, towers and citadels included in there that already their creators have gotten payment from in the first place, so you could lower the amount of robux needed to pay out the community for all the hard labor that they've provided to the JToH Team on a silver platter, and basically almost gotten nothing in return for it outside of a change in color in their names and some privileges that only really benefits the JToH Team more than anything, as they want you to ***make more*** for them.

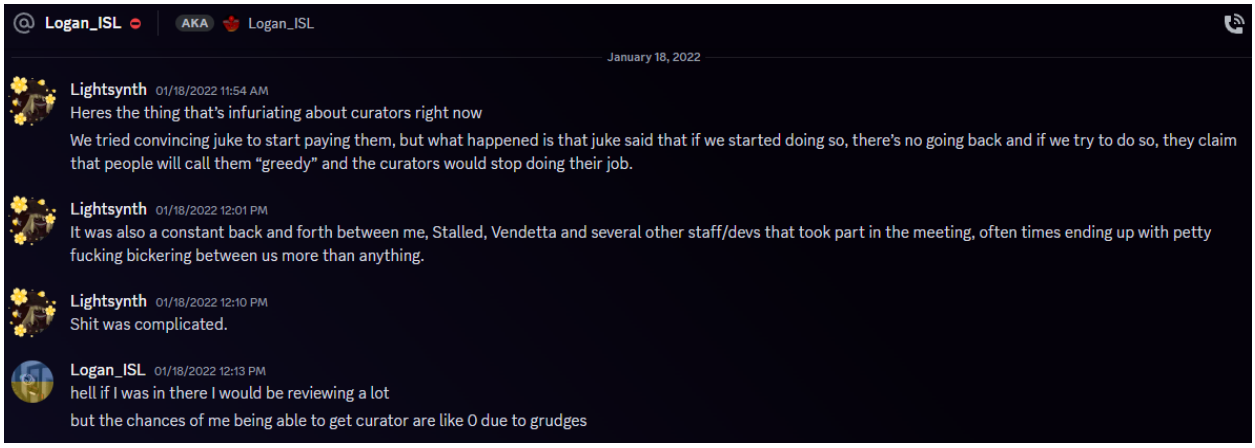
All of those "*Juke is greedy*" comments, looking at the numbers and facts being shown here are true, especially since **2084000 Robux** in total is just a flipping ***$7294*** in real monetary value, whereas Jukereise herself still has so much more robux and money on her Roblox account that she could just easily provide and refill the game's group funds with, and the JToH Team's economy would pretty much be unchanged! Not mentioning how much Vertical Mobility just pays them on a day to day basis.

Tower builders getting paid isn't of a huge concern when developers are still able to be paid a reasonable amount for their work and effort, as the amount of robux being given is roughly around 250k robux or so per new lobby built for an upcoming area, outside of Zone 8, which for some reason had a Robux pool worth 1 million fucking Robux paid out to the JToH Developers, who got their payment split between, and even then, that still wouldn't be such a problem for this game's revenue, as people still buy Vertical Mobility and throw money at the JToH Team to continue profiting off of.

Same story goes to the curators that put a lot of time and effort into playing the submissions they're required to review.

In the dream scenario where the community gets paid for everything they've made, alongside the developers still having good enough Robux to work for when making a lobby for an upcoming area, you could still hand the curators a hefty check of payment for doing their job at writing out basically essay-level

reviews that have careful thought, care and in general, effort put into them at the end of every month!
Think of how much that would motivate the current reviewers to do their jobs!


Logan_ISL
AKA
Logan_ISL
January 18, 2022
Lightsynth 01/18/2022 11:54 AM
Heres the thing that's infuriating about curators right now
We tried convincing juke to start paying them, but what happened is that juke said that if we started doing so, there's no going back and if we try to do so, they claim that people will call them "greedy" and the curators would stop doing their job.
Lightsynth 01/18/2022 12:01 PM
It was also a constant back and forth between me, Stalled, Vendetta and several other staff/devs that took part in the meeting, often times ending up with petty fucking bickering between us more than anything.
Lightsynth 01/18/2022 12:10 PM
Shit was complicated.
Logan_ISL 01/18/2022 12:13 PM
hell if I was in there I would be reviewing a lot
but the chances of me being able to get curator are like 0 due to grudges

Not only do I think that this game's business model for when it comes to building towers are so predatory and blatantly favor the JToH Team's developers, curators and staff members more than their community, the community that actually makes most of the content for the game nowadays, it's just downright scummy for developers to just sit and probably make an okay-looking lobby and still be massively rewarded with craploads of monetary value for it while the community that provides the actual content to the developers on a silver in return are only given some perks and attention that are of no real actual value, just to be able to build more towers or citadels for the game that they enjoy and love while the developers and staff team continue reaping and sowing from their ever-loving community that they have constantly, for the past 5 or so years, exploited since community towers started being accepted into the game since the KToH era.

Finally, there's also a lack of respect for the tower creator's wishes.
Remember back when ObrenTune tried to sabotage the game? One of them included getting all of his towers that he made during the KToH era, such as Tower of Hecc, Tower of Anger, Tower of Madness, everything he contributed, removed from the game because he didn't want his towers associated with it any more, alongside It_Near threatening to get Tower of Difficulty Chart's old version pulled from Ring 2 entirely.

Well, that ended up getting the JToH Team to make a new policy regarding towers ingame: Once your tower gets added ingame, you are unable to get your tower removed from the game, no matter how much you ask and plead them to do so.

This might not seem bad if your tower ends up getting a positive reception, but if your tower gets dogpiled with hate because the JToH Team abused noclip too much and didn't take into account of how frustrating a tower would be on a legit run of it, then that just sucks for you, I guess, because of the new policy they made after ObrenTune's attempt at getting all of his towers removed, some of which he still wants gone, yet, is not able to do this because of this new policy the JToH Team came up with to ensure they stay in the game, for as long as the game stays up for.

Your only choices at this point as the tower's creator is to revamp the tower, which might not even replace the old/classic tower ingame, because the JToH Team see no issues with the current version and somehow find the revamp inferior, despite the community saying otherwise.

Or, you update the tower, which you can't directly do to it ingame, unless if you are a JToH Developer and have TC for it, or directly ask for the model of the ingame version and add your own tweaks, or asking a JToH Developer to make some tweaks for you.

However, by the time it takes for you to even get a response, it ends up taking far too long like with what happened with Tower of Cone Mesh Climbing, or you get the JToH Team themselves to update the tower, which doesn't always 100% end up how you want it to unless if you are expertly coordinating the update with the JToH Developer you're working with. And even then, they might not even have permission to update it in the first place, as the inner circle of the JToH Team can dictate whether or not you don't get to have your tower updated in the first place!

And even then, they can just refuse to do this outright, with the excuse that they "forgot" about it and will "get around to it", but still choose to just neglect this issue you might have with your tower ingame, and your tower will continue to get piled on with hate, all the while the JToH Team themselves end up profiting off of your contribution to the game, while you get absolutely nothing in return.

Until this has been remedied upon, and until the policy has been revised to be more respectful to its tower creators, I don't see myself ever wanting to submit or contribute anything more to this game for the JToH Team to continue exploiting and profiting off of, especially taking into account when so many blindly ignorant and impressionable builders and fans of this game end up making free work to the JToH Team to take from, most of these builders being young teenagers or adults by the way, with said young teenagers and adults showing an amazing

talent and potential for when it comes to making good level design, express creativity, make cool as hell design, and building content for the game.

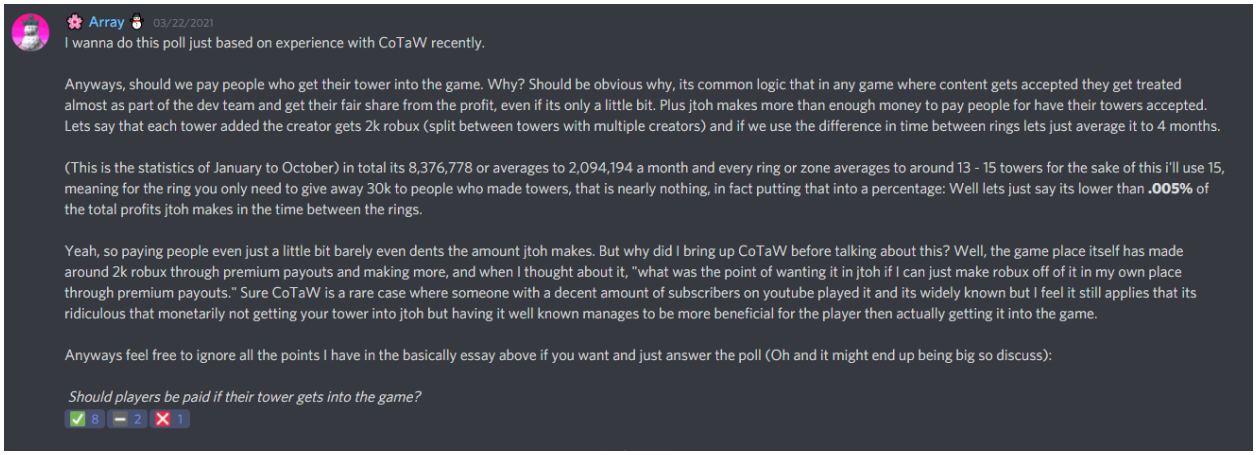
What they don't know, though? It's that they have secretly been taken advantage of by a system that favors the JToH Team's inner circle at the end of the day, and continue to actively engage in child labor without them knowing any better of how it really goes on inside the JToH Team.

Each and every one of you, minus the JToH Team member that's reading this, have failed to realize that you are not the ones that have been rewarded for all their hard labor and passion put into your projects that get put into the game you love and enjoy.

It's ultimately the team of people working on this game that keep taking advantage of you all, and making more bang for their buck than you could ever hope to achieve with your contribution to the game you love so much.

Oh, by the way, funny how you all on the JToH Team had a dev poll once about getting players paid for getting their steeples/towers/citadels into the game, yet, this has still yet to happen, even when a majority of you said yes to it, including fucking Jukereise at one point, who ended up backpedaling on this!

Take a look for yourself at this dev poll if you still don't believe me.


Array 03/22/2021
I wanna do this poll just based on experience with CoTaW recently.
Anyways, should we pay people who get their tower into the game. Why? Should be obvious why, its common logic that in any game where content gets accepted they get treated almost as part of the dev team and get their fair share from the profit, even if its only a little bit. Plus jtoh makes more than enough money to pay people for have their towers accepted. Lets say that each tower added the creator gets 2k robux (split between towers with multiple creators) and if we use the difference in time between rings lets just average it to 4 months.
(This is the statistics of January to October) in total its 8,376,778 or averages to 2,094,194 a month and every ring or zone averages to around 13 - 15 towers for the sake of this i'll use 15, meaning for the ring you only need to give away 30k to people who made towers, that is nearly nothing, in fact putting that into a percentage: Well lets just say its lower than .005% of the total profits jtoh makes in the time between the rings.
Yeah, so paying people even just a little bit barely even dents the amount jtoh makes. But why did I bring up CoTaW before talking about this? Well, the game place itself has made around 2k robux through premium payouts and making more, and when I thought about it, "what was the point of wanting it in jtoh if I can just make robux off of it in my own place through premium payouts." Sure CoTaW is a rare case where someone with a decent amount of subscribers on youtube played it and its widely known but I feel it still applies that its ridiculous that monetarily not getting your tower into jtoh but having it well known manages to be more beneficial for the player then actually getting it into the game.
Anyways feel free to ignore all the points I have in the basically essay above if you want and just answer the poll (Oh and it might end up being big so discuss):
Should players be paid if their tower gets into the game?
8
2
1

If this isn't evident enough that the JToH Staff and Developer teams don't even care enough about their community all that much and just chalk it up to them being "forgetful", despite a majority of them previously agreeing to the notion of paying their builders for their contributions, as shown in the image in regards to a poll held way back in 2021, then I don't really know what to tell you.

(*By the way, Array legit stated that she and Dian made 5k Robux off of CoTaW place alone before it was even added to Zone 6. Really says something about this game's business model when it comes to community-created content, doesn't it?*)

At the end of the day, the JToH Developers and Staff Members get rewarded for all of the hard, sweaty labor you put into your work.

Not you, its consumer and player.

PROBLEM 7

The staff team are unable to move on from past transgressions, or forgive ex-curators/developers/staff.

Despite how the staff team has grown and evolved over the years, they still fail to understand the basic concept of learning to forgive past transgressions, drama and incidents when it comes to drama within their own circle, even if some transgressions can be looked past and be forgiven as mental health issues and neglect/abuse on the JToH Team's behalf.

Some notable examples include Cronku, Ciel_azulsky, Ludovinci, ObrenTune, Paramocks, Logan_ISL, Clloy, AbstractMight/N4_3, KEVBloxTime and even myself.

All of the people mentioned once used to be part of the JToH Team to some extent, all of whom got blamed for something that they had made in the past and have never been forgiven for since their demotion, or exile from the community.

Cronku

While I do get that leaking Ring 8 during its development, stirring some drama, and allegedly according to a rumor, adding a backdoor to ToAAA that, ultimately, wasn't included within the model, alongside suffering from IRL issues that affected his mental health was a cause for concern, I no longer see Cronku as someone that should be looked at as some person that intends to bring the game down to its knees.

Nowadays, he builds towers for fun and doesn't care all that much about what JToH goes through.

Drastically different compared to who he once was, as he's now recovered his mental health and is more than willing to come back to the community.

Well, he would, if only the JToH Team didn't have so many trust issues and had to always keep an uncomfortably close eye on him "*in case he starts anything*" that's even made Cronku feel uncomfortable and leave this game's community repeatedly because of how much surveillance the JToH Team puts on him, specifically, despite attempting to come back to it several times now with no ill will or hard feelings.

Just move on from the Ring 8 leaks and the "ToAAA backdoor", is it that hard to forgive someone for only some slight hiccups that happened like 2-3 years ago, and is completely irrelevant nowadays?

Ludovinci

Ludovinci was considered creepy, weird and "a menace" back in the day, especially after getting demoted from staff where he'd consistently break rules such as using Zalgo text or changing his profile picture to an elephant sucking its penis with its trunk.

He ended up continuing to break these rules, which yes, did warrant his warnings, however, that can be excused from immature behavior due to his age, alongside mental health issues, especially with so much hate being directed at his content ingame that would understandably deteriorate anyone's mental health if gone through that kind of exposure for long periods of time.

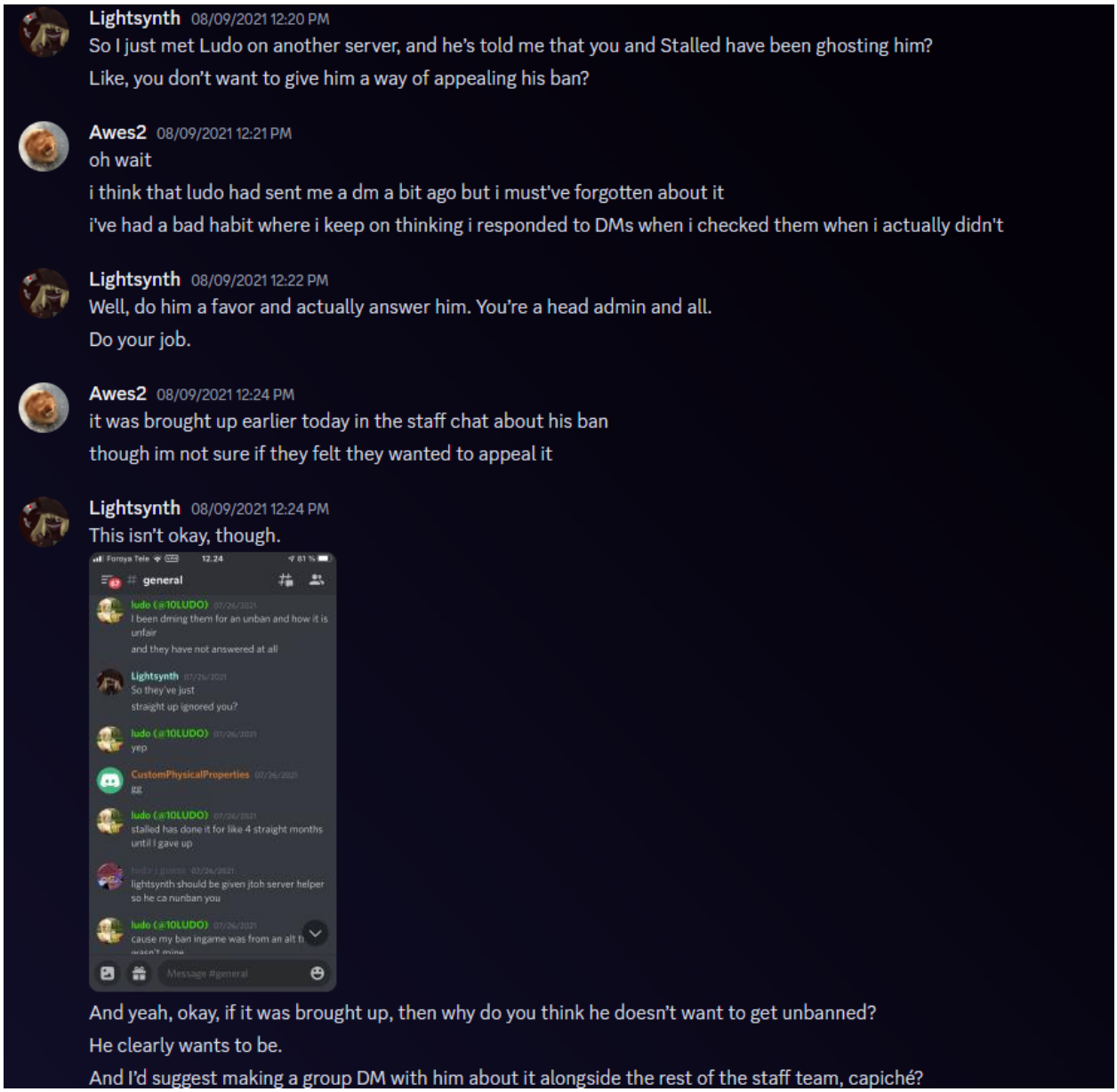
Like Cronku, though, he's now grown and matured ever since his ban, and wishes to come back to the JToH Discord and be given a second chance to reintegrate himself back to the community.

Hell, the fact alone that he made a revamp of Tower of Hands Sweating that even managed to get into the game and end up significantly upping the quality of Zone 1, is what I would consider a huge power move on his end, especially as it's been rumored that he's also wanted to revamp a lot of his older towers in the game, too, minus Tower of Extreme Hell outside of maybe giving it a few updates here and there.

However, his unban, despite being decent friends with most of the JToH Team, still hasn't happened, and he's still banned from the Discord and will apparently stay banned despite his ban having been years ago, mainly because of VincentI9 wanting to keep him banned from the Discord server. Who, let me remind you, tries to stay as "neutral" as possible, despite secretly holding a grudge against him and several other ex-JToH members and community members in the past?

And even then, his attempts of getting himself unbanned have been in vain, especially as he kept on getting ghosted or was left on read by the JToH Team.

Ludovinci DMs
https://i.gyazo.com/e4ada67ce224410fe0de36bc8357c590.png
https://i.gyazo.com/d8c46c427abd188d459e64ad5d5105ae.png


Lightsynth 08/09/2021 12:20 PM
So I just met Ludo on another server, and he's told me that you and Stalled have been ghosting him?
Like, you don't want to give him a way of appealing his ban?
Awes2 08/09/2021 12:21 PM
oh wait
i think that ludo had sent me a dm a bit ago but i must've forgotten about it
i've had a bad habit where i keep on thinking i responded to DMs when i checked them when i actually didn't
Lightsynth 08/09/2021 12:22 PM
Well, do him a favor and actually answer him. You're a head admin and all.
Do your job.
Awes2 08/09/2021 12:24 PM
it was brought up earlier today in the staff chat about his ban
though im not sure if they felt they wanted to appeal it
Lightsynth 08/09/2021 12:24 PM
This isn't okay, though.
general
ludo (@10LUDO)
I been dming them for an unban and how it is unfair
and they have not answered at all
Lightsynth
So they've just
straight up ignored you?
ludo (@10LUDO)
yep
CustomPhysicalProperties
gg
ludo (@10LUDO)
stalled has done it for like 4 straight months until I gave up
lightsynth should be given jtoh server helper so he ca nunban you
ludo (@10LUDO)
Message #general
And yeah, okay, if it was brought up, then why do you think he doesn't want to get unbanned?
He clearly wants to be.
And I'd suggest making a group DM with him about it alongside the rest of the staff team, capiché?

Ludo: "I been dming them for an unban and how it is unfair and they have not answered at all"
Me: "So they've just straight up ignored you?"

Ludo: “Yep stalled has done it for like 4 straight months until I gave up cause my ban ingame was from an alt that wasn’t mine.”

Even my attempt at getting him unbanned was immediately met with scorn towards me, and drew the ire of the whole JToH Team, which really shows how much they actually care about Ludovinci despite the fact he’s no longer the same person that they once knew since 2019 and 2020.

It’s been 3 years at this point, JToH Team.

Please, just give Ludovinci another chance, guys.
His revamp of Tower of Hands Sweating alone shows that he is no longer the same person that he was back around Ring 7 era, just move on already from that Ludovinci and give the current Ludovinci a chance.

ObrenTune
Now, ObrenTune actually has valid reasons as to why he should not be trusted and should never, ever get a staff member role around JToH, especially with his tendency to get drunk on that power and be irrational with his decisions sometimes. I mean, just look at what happened during Zone 3’s development when he got Moderator and proceeded to try and ax the game with the power he got, alongside all his attempts at sabotaging the game.

On top of that, he’s a furry that’s drawn suggestive artwork in a Roblox discord channel that’s meant for members that are 13+, rather than 18+, has tried to take down JToH and failed several times in the past, has, or has had loads of beef and grudges against people on the server such as DispensableArray and towards the people he demoted back when he got Moderator during Zone 3, he’s just not a pleasant person to be around, as “chill” as he claims to be now, he’s still somewhat mentally unstable, and needs to get it checked out before he can return to game development.

That, and his team called “Vulpine Digital” ended up being yet another failure for him that ended up with only him being at its center, with no one else around except for friends in his personal server, basically making his company a one-man project.

Even then, though, he shouldn’t be outright banned from JToH, though, if he ever came back, he should definitely be monitored in case he does anything shady or posts any of his suggestive furry artwork.

Paramocks
Same case as Obren's with how inconsistent he is in terms of behavior, although he suffers from self-esteem issues that he still hasn't gotten fixed up yet and shows signs of mental health problems.

From my experience, whenever I, or someone else failed his towers, it always resulted in him having a mental breakdown about it, and overall, he just needs to get off the internet and fix up his issues that he's currently suffering from because of his tendency to enact these destructive tantrums of his that tend to go overboard.

If it ended there, I wouldn't be so untrustworthy of him, but him getting Array demoted for an out of context, eventually forged transphobic comment that she "said" years ago, which was heavily taken out of context, along previous meltdowns from him and grudges held against other people is why I don't want him coming back or touching the server, as he is someone that tends to stir drama for the pettiest reasons, especially if he has personal beef with other people on the server, including me for, what, failing his towers for good reasons?

Logan_ISL
Back then known as Reykjavík during the KToH/Early JToH-era.

He used to be a staff member before getting demoted, due to being on negative terms with most of the JToH Staff Team and especially since he started making his JToH:Flawed videos on some topics that caught the attention of the JToH Team, on top of Bad Tower School that he and I worked on together, which the team viewed at with negativity as it caused discussions of revamps/updates to happen, which they don't want happening, alongside his JToH:Flawed videos that also opened discussions, which the JToH Team perceived as him starting drama with his videos and trying to influence what the JToH Team wants.

Despite all of his criticisms at the game and how its management is ran hold some good merit to them, and him giving his honest opinions about the game, the staff and dev teams have also grown increasingly distrustful of anything he has said since then, and it's honestly sad seeing someone like him end up like this when he honestly doesn't really deserve this kind of treatment from them when he brings up genuinely good and valid criticisms that could genuinely help the game survive in the long run, which only ends up being either ignored or pushed away by the very people working on the game, as they see it as him

starting drama in the community, while everyone else in the community wants it to happen and see what it would be like.

Ciel_azulsky
Ciel has always been inconsistent to be around. However, compared to back then, he is far more stable now in terms of mental health, though I wouldn't want him back as a staff member, though, a developer, I'm all on board with.

Back then, he used to be very, very unstable and prone to some of the worst meltdowns the game's community had ever seen. He'd constantly leave and come back, but try as he might, he just made it worse for himself the longer he stayed on the JToH Team and the discord where most of the community resides, until he had enough and left on a very sour note on his behalf.

I initially didn't like Ciel for how he behaved and made the atmosphere very negative way back before his demotion, especially with his mental breakdowns, but as time went on, I grew to respect him more and more, and now find myself on decent speaking terms with him, despite some of our differences, especially as his mental health issues aren't as apparent as they were before, considering he's living a pretty good life right now, apparently.

Plus, the poor kid was only around 13-14 when he was developer when I first got promoted, and already, he had prior to my promotion received hate for his towers, so his meltdowns, especially with the amount of hatred his content got ingame did to some extent justify his mental breakdowns somewhat, which no teenager at around his age should ever go through.

Hell, if I was his age at that time during KToH, I'd react the same way he did if I had mental health issues, on top of having my content being dogpiled on with hatred and scorn from a majority of the community.

It's about time for the JToH Team to move on from everything bad Ciel did, though, not forget it, especially with how he handled Clloy's demotion, which we are getting into in the next page below this one.

AbstractMight/N4_3
Man, talking about Abstract is pretty sad.

Abstract used to be an incredibly controversial curator that kind of deserved a bit of distrust he got from the staff and dev teams for his behavior back then,

alongside his concerning inclusions of his furry fetishes in his towers, but the way everyone within the inner circle, coupled with the community in general has shittalked him behind his back throughout these years, especially after he lost his curator role and any sense of respect from the community he helped develop and was part of really justifies the reason as for why he acted the way he did before I personally went ahead and sat down, and talked with him in my DMs with him over half a year ago, where he claimed that the hate messages he got from his time as a curator really soured his view on the community and were affecting his mental health.

Screenshots will be provided below.
https://i.gyazo.com/d8b98f8481da192cbfdc842917f53829.png (1)
https://i.gyazo.com/ff2759ca484f44f51cff99197f152887.png (2)
https://i.gyazo.com/dc92920902ffa1f8454288ddad409a8d.png (3)
https://i.gyazo.com/7a5fb93998b8895dfbb216006ac539ca.png (4)
https://i.gyazo.com/5d4b617b5a3e333a69f9892b26d3ca16.png (5)
https://i.gyazo.com/633300016eb5165b455a373ea6a4f5b7.png (6)
https://i.gyazo.com/3995d0f8892dd07ec98f0a43ea1f4e8f.png (7)
https://i.gyazo.com/96322c60a1a132291600629152de1f55.png (8)

If Abstract is reading this, I hope everything is going alright in your life, and that you're living to the best of your abilities. You honestly deserved so much better than this, my guy.

And finally, I have one more person to talk about, who the staff team have absolutely neglected and failed to communicate and talk about their demotion from the game since Ring 7, more precisely, around the end of 2019 and the start of 2020.

I am, of course, talking about…

CLLOY'S DEMOTION

God, where do I start with this?
Simply giving a brief description on Clloy, whom I had been friends with for over 4 years up until now would not justify how poorly handled it was, especially with Clloy's mental health going so downhill and him waiting for a very, very long time, just to get a simple answer as to whether or not he was getting back into the JToH Team, which, over the years, has ended up with him being involved with the wrong people that ended up influencing and injecting his personality negatively.

This was an ex-JToH Team member that had shown nothing, but his earnest support for the game way back since 2019, regardless of the JToH Team's continuous mistrust in him and yet, he still helps contribute a lot of his content to the game, such as his orb trilogy of towers, alongside other side-projects and his latest additions to Zone 8, that being Tower of Cosmic Tide and Tower of Astral Eclipse.

Now sure, I personally do not agree and like the direction he is taking his towers in, his current personality, people he involves himself with and disagreements between him and I have caused us both to become more and more distant from one another, especially throughout 2022 that eventually caused me to officially end my friendship with him during my hiatus throughout 2023.

However, with how much he's contributed over the years and how much he stuck up for me during those first initial years together with him, Clloy deserves his own special section here that goes into much more detail, especially since he has stood up for me in the past, I am standing up for him here with how the JToH Team had pretty much neglected and mistreated him for pretty much 1 and a half year straight after his demotion.

I want to show that despite me and him no longer being friends, I still care enough about him to a point that I want to show how his demotion and the events that transpired post-demotion are all a cause of the JToH Team's failure from simply communicating proper with him, let alone forgiving him for what he had done over something that was ***an accident*** at the end of the day for over 3+ years.

People also deserve to know about how this felt on his end, too, coming from someone who had to always be there for him with how badly he took all of this during this period of time.

This blunder on the JToH Team's side still pisses me off, because it was a problem that was very, very easy to resolve, which was for Awes, or Stalled, or anyone else in the Administrator/Head of Staff role nowadays to talk to him about it, and give him a simple: "Yes" or "No" answer as to whether or not he was getting repromoted or not and a good enough description as for why, especially as the JToH Team have kept pushing him away from them rather than let him open a ticket up, or hold a meeting or discussion with him about it.

Let me give you a timeline as to how it went.

Remember way back in 2019 when Ring 7 development was going on?

During Christmas 2019's development, Clloy ended up accidentally leaking a video of Ring 7's lobby, wanting to showcase it to any JToH Team member that was unaware of how the layout of the lobby and its design was like, yet, he forgot to put the setting on said video from Public to Unlisted.

This caused Ciel to demote him on the spot, who, mind you, wasn't right in the head and was suffering from mental health issues around this time and later on left the JToH Team to form Ciel Speaks a few months or so later.

Clloy was understandably upset about this situation that had transpired without him knowing any better, or him being allowed to defend himself proper, but he remained hopeful that the JToH Team would give him a list of reasons as to why he wouldn't get his Developer role back.

2 month post-demotion
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https://media.discordapp.net/attachments/562762499129081868/681416922516160532/IMG_20200224_140508.png
https://media.discordapp.net/attachments/562762499129081868/681416922990247954/IMG_20200224_140519.png?width=503&height=676

Two month isn't that bad, per sé, though, he should have gotten a message already at this point that he wasn't getting repromoted, or if there was going to be a meeting with him about this some time later.

Anyways, yeah, Vincent and I were not on good terms around this time, especially with him shittalking me and Gamma behind our backs during Zone 3's development and just being a negligent JToH Staff all around that didn't really care much about the game, but that is irrelevant to the topic at hand, as Clloy was still waiting for an answer from them and AwesDoggo on if he was getting developer back.

3 months post-demotion
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https://media.discordapp.net/attachments/562762499129081868/687577376858701874/unknown.png
https://media.discordapp.net/attachments/562762499129081868/687578266080641069/unknown.png

Okay, 3 months is already a terrible amount of time, just to prepare a discussion/meeting with an ex-JToH Team member, only to explain in secret with Clloy barely being able to defend himself or discuss with the JToH Team, while the JToH Team around this time are claiming why he isn't getting his helper role back, even after it was promised that it was going to be a ***TEMPORARY*** demotion, not a ***PERMANENT*** one. On top of Vincent's grudge against Clloy being pure bias.

Gee, I wonder what it's like being in Clloy's shoes, now that I've experienced this same lie from the JToH Team.

This is where I started to coin the terminology: "Clloy treatment", which is an ex-member of the JToH Team being left on read, ghosted, avoided or ignored by the JToH Team on purpose, especially by the JToH Staff who don't want to communicate with an ex-member all that much.

I was pretty much the only one in the JToH Team keeping him company around this time and telling him what was going on behind the scenes, and even I was starting to see issues around this time, yet, I couldn't really do much about it, but hope that Awes, Vincent or someone would do something to organize and set the meeting up with him proper.

We did hold a meeting with Clloy, but at this time, he wasn't really prepared or had anything to back up his claims in getting his staff roles back, so it was back to waiting for Awes to give him an answer if he gets his staff role back or not as compensation for treating him unfairly for the past three months, especially as Obren later on ended up complicating matters even more by him rejoining the Discord server and causing havoc during Zone 3's development, which ended up effectively postponing the meeting.

Well, it only got worse.

4 months post-demotion

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https://media.discordapp.net/attachments/562762499129081868/697117101172981760/IMG_20200408_021145.png?width=524&height=675

At this point, this was just pure negligence of the JToH Team, especially from AwesDoggo.

I was starting to get fed up with this treatment Clloy got, especially if it took the Head of Staff, who, may I remind you, has a role to fulfill, 5 months, just to give Clloy an actual proper response about his developer role or if he would have a chance of getting repromoted.

4 fucking months! And it, yet, again, only gets **WORSE**.

5 and a half months post-demotion

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I had to pick up Awes' slack here, despite his depression and finally tell Clloy that he was not getting staff roles back, as it was discussed in a meeting me and the JToH Team had about him getting staff again, which he wasn't part of, and couldn't voice his opinion on it without me forwarding the messages he sent me directly to the JToH Team.

A day went by, and we continued the conversation about this topic together.

Clloy DMs
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https://i.gyazo.com/71b8cb8759e63310193bf23dfba30817.png
https://i.gyazo.com/1ac50a3fb1dd567d57db6dc07ab09a2d.png
https://i.gyazo.com/f13730a983d45a2d5ccad4c678fc9b23.png

Eventually, Clloy tries to move this topic over from AwesDoggo and get Stalled to reply to him instead, as Stalled was made Head of Staff after a meeting some time later down the line.

Clloy DMs (Continued)
https://i.gyazo.com/9fe2b9a3525fc6106cbb02fc91ffce66.png
https://i.gyazo.com/80c5e2901adcd3c2da6588cf6fe429a2.png

Stalled, you're not doing Clloy any favors here with whatever you told him.

You say that we've already talked about all of the factors that were in play here that you justify in Clloy's demotion, yet, Clloy accidentally leaking Ring 7's lobby is the least worst thing that could have happened compared to, let's say, the whole game being synapsed, or the game's internal files, scripts, webhooks, or a whole bunch of leaks that were intentional and done out of malicious intent to ruin the game, rather than through some accident Clloy made here.

And even then, this demotion was handled by Ciel, who wasn't even right in the head at this time, mentally speaking, and treated this situation in the worst way possible by acting as judge, jury and executioner, rather than allowing Clloy to actually defend himself and explain what happened, especially compared to what many other ex-JToH Team members have done in the past that warranted their demotion much more than what Clloy ***accidentally*** did. Not to mention, there were barely, if at all any updates on Ring 7 for a while, and people to some extent deserved some information, with Clloy on top of this motivating basically everyone to get to work on Ring 7 after the Christmas event of 2019 was finished.

Back to waiting.

A few weeks pass, my mental breakdown during Ring 8's development happens because of StalledStorm775 being a complete dick towards me and because I pretty much had to carry almost the whole weight of the game on my shoulders by myself around this time, you know the deal already by reading Ring 8's section of this document during 2020.

Clloy and I were decently close around this time, and he, being an actual friend, checked up on me to see how I was doing after I rejoined the server, though, still wanted to know what the situation with him getting repromoted was.

Clloy DMs
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https://i.gyazo.com/358283ebe03cce04e9f574e29c320a22.png
https://i.gyazo.com/0bbb607f5af25cbc9fe00ed7e78b4eae.png

A few days passed by, and sure enough, I was given somewhat the same treatment as Clloy got when he got demoted and trying to figure out if I would be getting my Curator and Developer roles back.

Clloy DMs (Continued)
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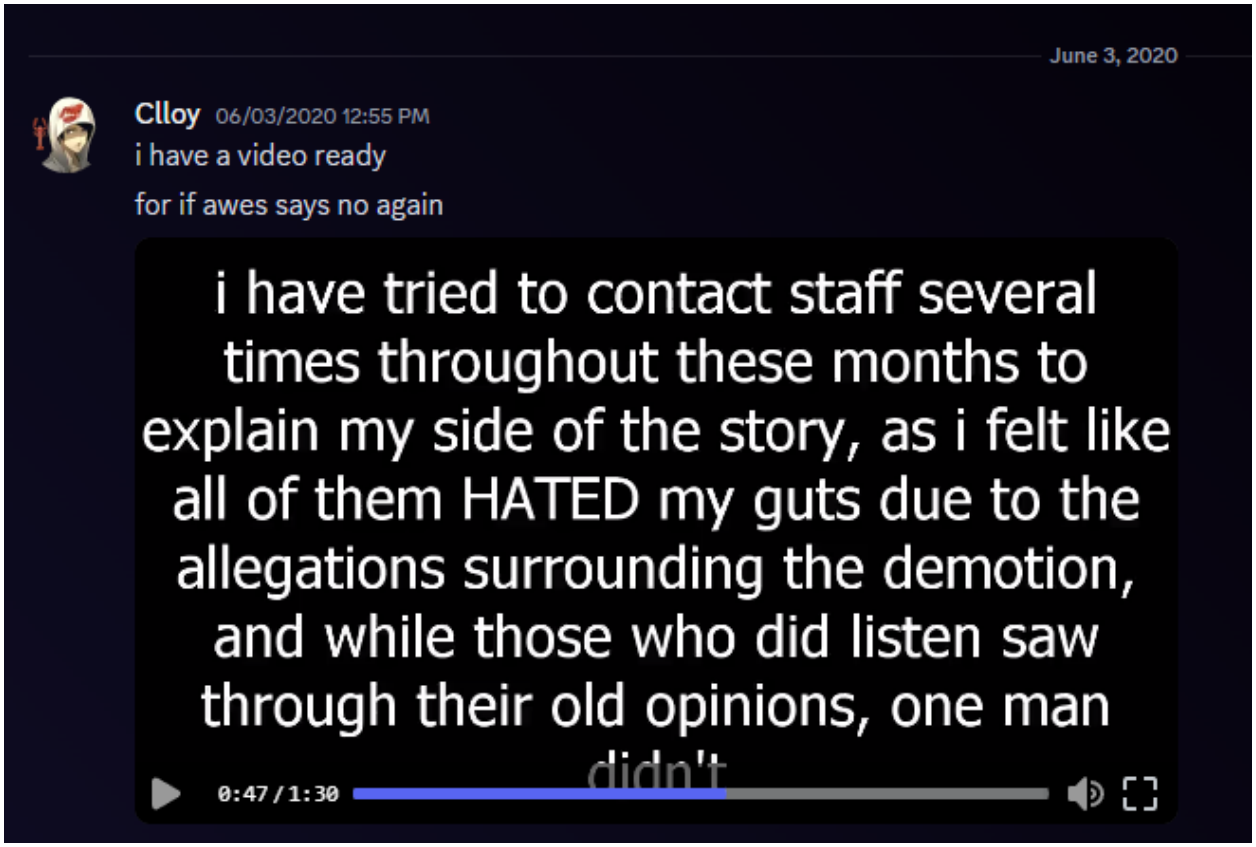
Eventually, compared to Clloy, I did get my curator role back, but not the developer role, which Clloy was understandably upset about, and thought that I was going to end up in the same position as he was in, which is to say, being given the silent treatment by the JToH Team about my repromotion.

It’s ironic looking back on this, considering the circumstances nowadays with my current position and how the JToH Team didn’t want to contact me all that much during my self-exile/hiatus from the game, despite having access to my contacts through other JToH-related Discord servers or fangame servers ended up almost exactly being the same thing Clloy experienced during this period of silence and lack of transparency from the JToH Team.

Clloy, eventually on June 3rd, sent me this video.


June 3, 2020
Clloy 06/03/2020 12:55 PM
i have a video ready
for if awes says no again
i have tried to contact staff several times throughout these months to explain my side of the story, as i felt like all of them HATED my guts due to the allegations surrounding the demotion, and while those who did listen saw through their old opinions, one man didn't
0:47 / 1:30

Video Link
https://cdn.discordapp.com/attachments/562762499129081868/717708457645572186/video_for_uhhhh_quitting.mp4

Now obviously, Clloy didn’t quit despite having a video ready for his retirement, especially since he’s still around to this day, but take a moment to look at this situation from his shoes back in June 2020.

He, at this point in time, has been ignored for 5 and half straight months in a row, with no real answer or confirmation in sight from the person that he was supposed to talk to, in this case, AwesDoggo.

Awes had pretty much left Clloy on read, ignored his DMs and objectively, neglected his duty as a Head of Staff for over 5 months now, still with no actual answer in sight, despite a sudden meeting that, let me reiterate, Clloy wasn't mentally prepared to tackle on a few months prior, especially as ObrenTune came in to complicate things.

Back. To. Waiting.

6 months post-demotion
Yes. Half a year at this point has gone by with Clloy still not having gotten a proper answer around this time. It's fucking ridiculous and stupid, and even some of the JToH Team members began to point this out.

At this point, we finally hosted a poll on whether or not Clloy would get developer back. All the while, I was still stuck as Curator, waiting for an answer of my own on my developer role, as well, coupled with venting out my frustrations to Clloy about how the JToH Team had handled the situation with my mental breakdown, alongside how they handled development and treated me for essentially carrying the damn game they had burdened me with.

My views on the JToH Team really began to sour at this point, to say the least, and this was before Ring 9's development, which was when I started to grow mistrustful of them and whatever they were doing behind closed doors.

Clloy DMs
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https://i.gyazo.com/75b186420adc7a59e161b3806b6cc35c.png

And yes, after Blocker got promoted to Developer, he kinda just ditched Clloy and became his ex-friend, according to what Clloy told me in my DMs with him. They both still interact from time to time, sure, though, not to the same extent as they used to, and I honestly don't blame Blocker all that much with his decision to leave Clloy behind, considering who Clloy ended up turning out to be years later with demotivating and discouraging people to build towers for the game.

Clloy DMs (Continued)
https://i.gyazo.com/4608dcc7bfe4b254b5facd0392418579.png

And yes, on top of that, more fucking waiting from AwesDoggo on this case is what Clloy got as a response from him.

On top of that, Clloy was also getting increasingly lonely around this time, with pretty much only me and some friends of his to go to for comfort.

Clloy DMs (Continued)
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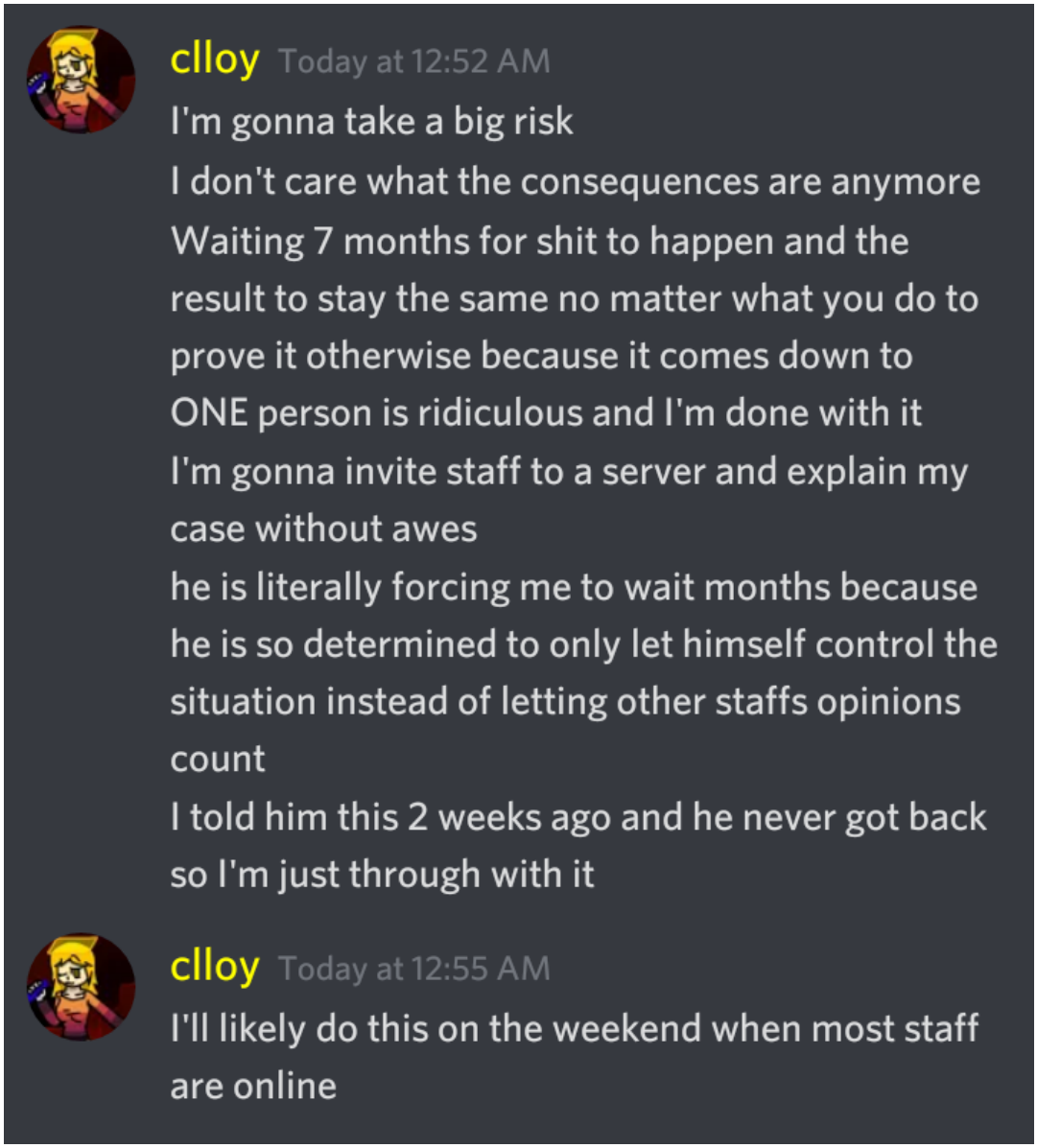
https://i.gyazo.com/84f963119eff4ec5aa3985b4ca21c877.png

7 months post-demotion
Still no confirmation or answer in sight. Are you guys starting to notice a pattern here?


clloy Today at 12:52 AM
I'm gonna take a big risk
I don't care what the consequences are anymore
Waiting 7 months for shit to happen and the result to stay the same no matter what you do to prove it otherwise because it comes down to ONE person is ridiculous and I'm done with it
I'm gonna invite staff to a server and explain my case without awes
he is literally forcing me to wait months because he is so determined to only let himself control the situation instead of letting other staffs opinions count
I told him this 2 weeks ago and he never got back so I'm just through with it
clloy Today at 12:55 AM
I'll likely do this on the weekend when most staff are online

How can you be ***THIS*** bad at handling ***ONE*** case, AwesDoggo?
All Clloy is asking for is an answer on whether or not he's getting developer back or not.

This isn't even like a homicide case or a federal investigation that requires 7 fucking months to finish with you writing a huge-ass essay of purple prose and bibles worth of text as to why Clloy is going to stay demoted.

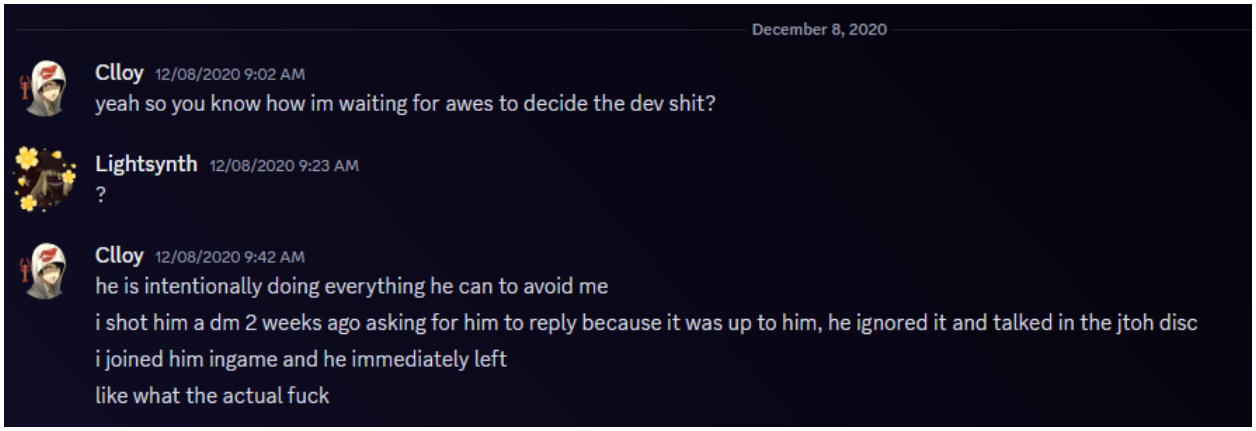
Just go up to him, and tell him whether or not the JToH Team wants him back or not, but obviously, you couldn't have done that as you claimed to be too busy with real life stuff and suffered from depression, especially as you were, at the time, stuck in university.

Hell, the same burden even befalls Stalled now that he was Head of Staff around this time, and he also wouldn't give Clloy an actual concrete answer, and not actually give him a chance to actually host a meeting!

Sure thing, Awes and Stalled.
Taking only a few minutes worth of your time is apparently "too busy" for you, just to settle a case with an ex-JToH Team member on whether or not he's getting back into the team. All you had to do here was to give him a yes or no answer and hold a meeting between him and the rest of the JToH Team about this, and both of you still didn't do any of that and only left Clloy on read or both of you outright ignored him.

Not sure how Clloy's attempt succeeded here, as he never got back to me on what the results were, however…

12 months post-demotion (*An entire fucking year, might I add?!*)
…that didn't stop him from trying to get in contact with Awes about this.
Not that it didn't help the matter, either, as Clloy sent me this.


December 8, 2020
Clloy 12/08/2020 9:02 AM
yeah so you know how im waiting for awes to decide the dev shit?
Lightsynth 12/08/2020 9:23 AM
?
Clloy 12/08/2020 9:42 AM
he is intentionally doing everything he can to avoid me
i shot him a dm 2 weeks ago asking for him to reply because it was up to him, he ignored it and talked in the jtoh disc
i joined him ingame and he immediately left
like what the actual fuck

Come on, Awes, there's no use in trying to defend this kind of behavior on your behalf for running away from Clloy any more, especially since it's now been almost one whole fucking year since his demotion, and you're still actively ghosting and avoiding him, man.

A few days later, Jukereise finally hosted a poll on whether or not Clloy would be able to help with bugtesting Zone 4.

Clloy DMs
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Now, to be fair, people were on board with him getting access to Zone 4 bugtesting, and he was able to help bugtest Zone 4 and report a good chunk of issues for us to fix up before the area was released.

Unfortunately, that was as much as he was able to help the JToH Team with the game post-Ring 7 demotion, which was still pretty pathetic overall, especially as he helped tons with bugtesting the towers alongside us, but was eventually removed from the bugtesting team for the area once bugtesting was finished.

Not helping the matter was that Awes was STILL basically giving him the silent treatment and not giving him an answer, and Clloy, as far as I know, has pretty much just given up at this point in even trying to get an answer from the JToH Team. Not even the more recent Head of Staff members like Gamma or Vendetta06 wanted to finally close this case down, and it still remains a mystery to this very day while Clloy simply has just given up on this case.

And because of all this, Clloy has turned into the very person he is today that I don't like being around and demotivates new and old tower builders because of their building styles he doesn't like, which he ends up stating in public, which, out of his control, gets them to shit on the tower he ended up talking negatively about instead of just, I don't know, talking to the person in their DMs if they know about the amount of power and influence they have.

Thanks a lot, Awes, Stalled, Vincentl9, Vendetta06 and Gamma! You five really handled this demotion and case really well for the past 3+ years and ended up just leaving the trail to go cold because of your negligence.

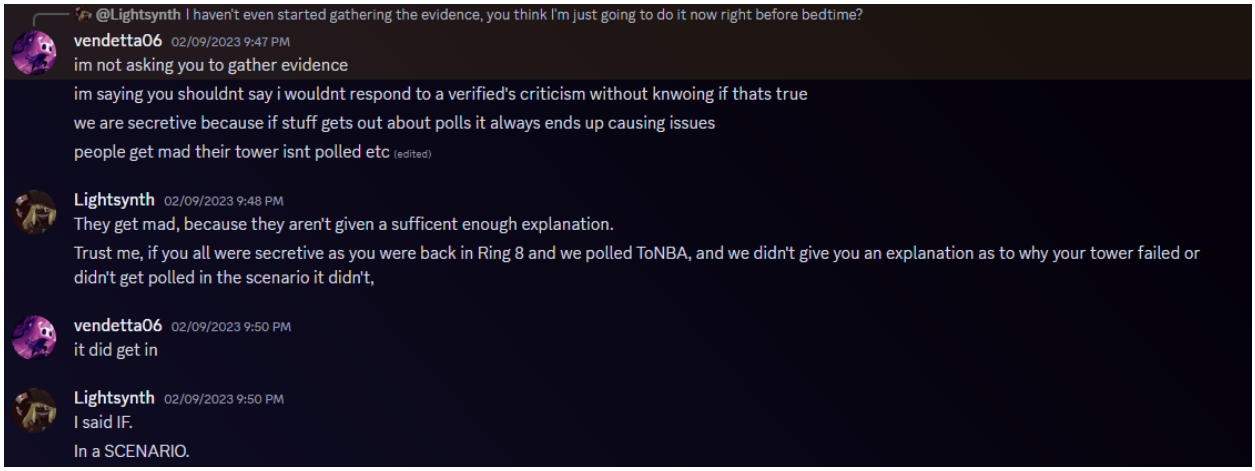
Disgraceful.

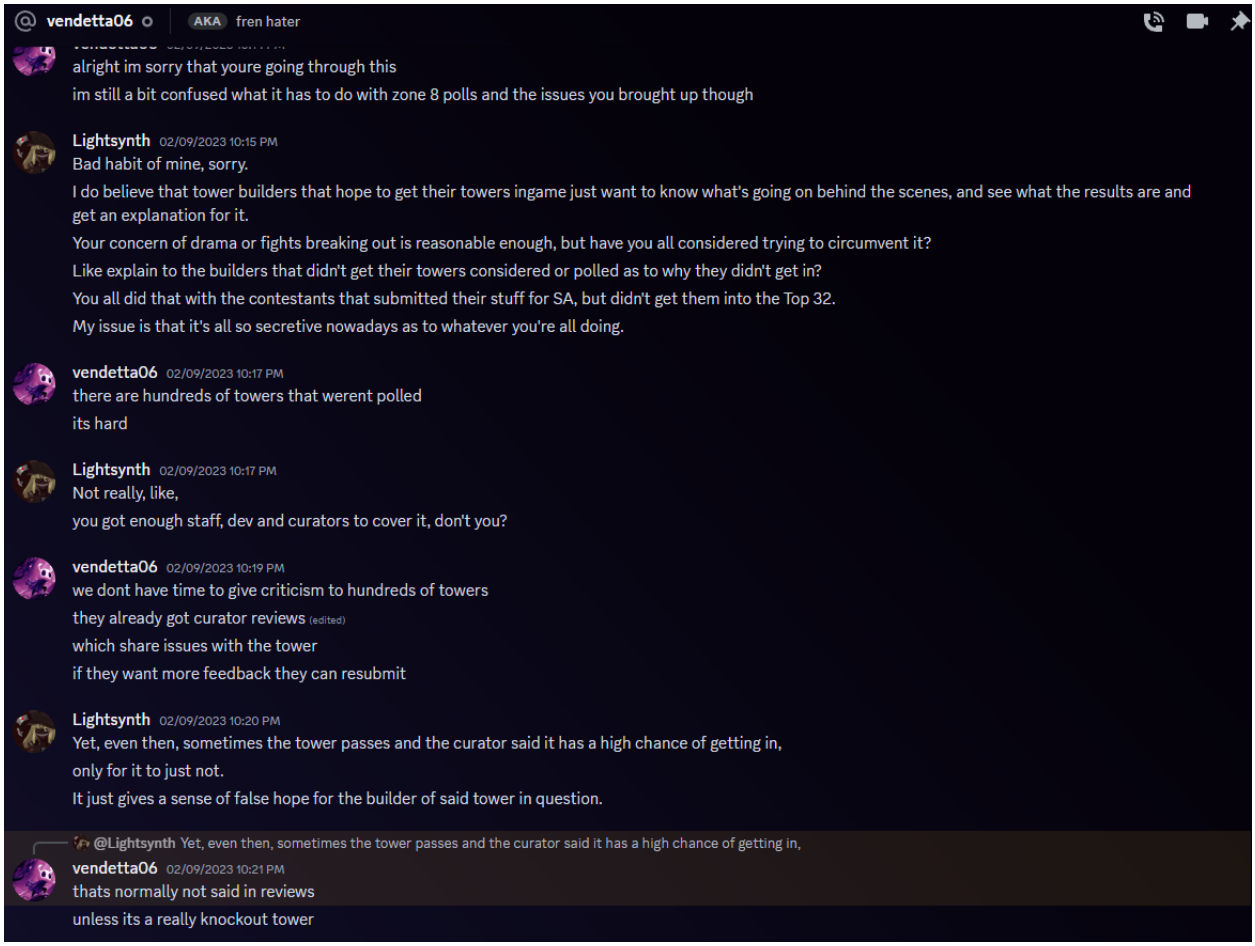
PROBLEM 8

Lack of transparency.

Ever wanted to see what the poll results were like after the towers were confirmed, and see if your tower got polled? Well, you aren't ever going to see the results, ***ever***.

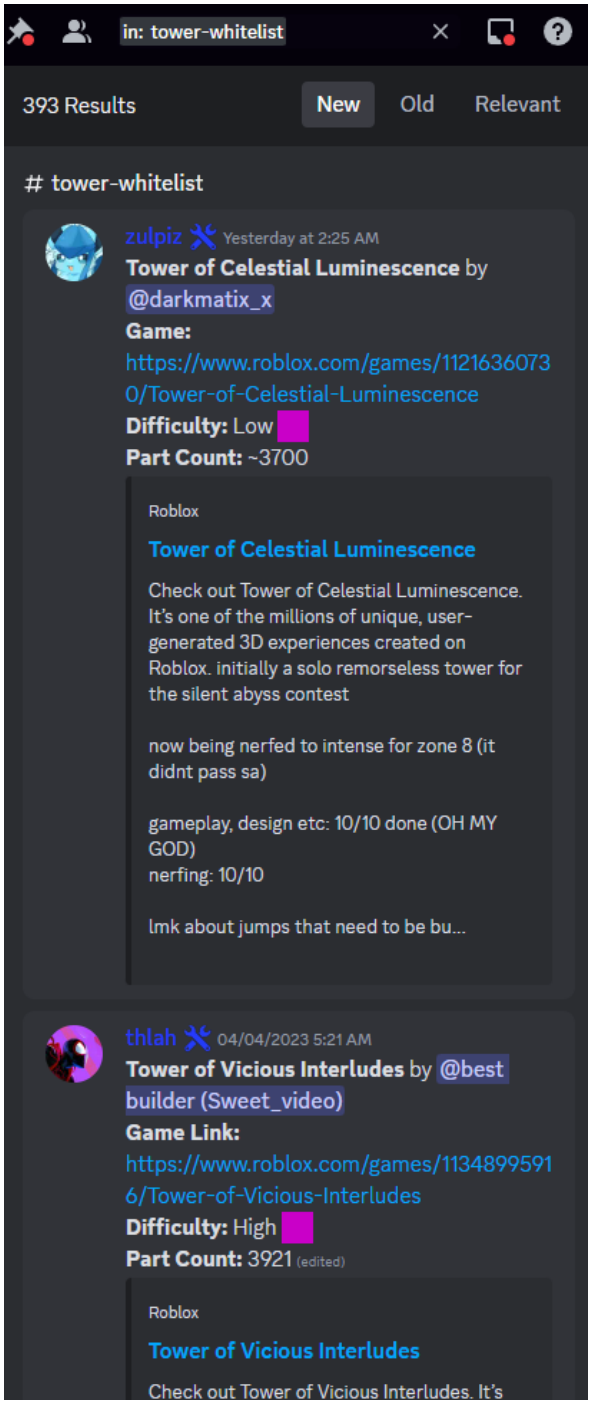
Thanks to Vendetta06 for sharing this information with me.


@Lightsynth I haven't even started gathering the evidence, you think I'm just going to do it now right before bedtime?
vendetta06 02/09/2023 9:47 PM
im not asking you to gather evidence
im saying you shouldnt say i wouldnt respond to a verified's criticism without knwoing if thats true
we are secretive because if stuff gets out about polls it always ends up causing issues
people get mad their tower isnt polled etc (edited)
Lightsynth 02/09/2023 9:48 PM
They get mad, because they aren't given a sufficent enough explanation.
Trust me, if you all were secretive as you were back in Ring 8 and we polled ToNBA, and we didn't give you an explanation as to why your tower failed or didn't get polled in the scenario it didn't,
vendetta06 02/09/2023 9:50 PM
it did get in
Lightsynth 02/09/2023 9:50 PM
I said IF.
In a SCENARIO.


vendetta06
AKA
fren hater
alright im sorry that youre going through this
im still a bit confused what it has to do with zone 8 polls and the issues you brought up though
Lightsynth 02/09/2023 10:15 PM
Bad habit of mine, sorry.
I do believe that tower builders that hope to get their towers ingame just want to know what's going on behind the scenes, and see what the results are and get an explanation for it.
Your concern of drama or fights breaking out is reasonable enough, but have you all considered trying to circumvent it?
Like explain to the builders that didn't get their towers considered or polled as to why they didn't get in?
You all did that with the contestants that submitted their stuff for SA, but didn't get them into the Top 32.
My issue is that it's all so secretive nowadays as to whatever you're all doing.
vendetta06 02/09/2023 10:17 PM
there are hundreds of towers that werent polled
its hard
Lightsynth 02/09/2023 10:17 PM
Not really, like,
you got enough staff, dev and curators to cover it, don't you?
vendetta06 02/09/2023 10:19 PM
we dont have time to give criticism to hundreds of towers
they already got curator reviews (edited)
which share issues with the tower
if they want more feedback they can resubmit
Lightsynth 02/09/2023 10:20 PM
Yet, even then, sometimes the tower passes and the curator said it has a high chance of getting in,
only for it to just not.
It just gives a sense of false hope for the builder of said tower in question.
@Lightsynth Yet, even then, sometimes the tower passes and the curator said it has a high chance of getting in,
vendetta06 02/09/2023 10:21 PM
thats normally not said in reviews
unless its a really knockout tower

Vendetta, I think you fail to realize that people actually get **MORE** mad, on top of them getting increasingly frustrated due to the lack of an actual explanation or answer as to why their tower didn't get polled in the first place, especially with you outright stating your intentions here of wanting to cut corners like this with you wanting tower builders to figure all of this out for themselves by resubmitting the towers that the person doesn't even know got polled or not, rather than just flat out tell them if their tower got considered, or not, or how it performed in tower polls.

Your argument for "*we don't have time to give feedback to hundreds of towers*" isn't going to work here, unless the tower in question is heavily dated, which is a valid reason as to why the tower can no longer get in, and you can pretty much just say this about over half of the towers in the whitelist and the people would be satisfied with just that alone instead of just leaving them in the dark about it.


in: tower-whitelist
393 Results
New
Old
Relevant
tower-whitelist
zulpiz Yesterday at 2:25 AM
Tower of Celestial Luminescence by @darkmatix_x
Game:
https://www.roblox.com/games/11216360730/Tower-of-Celestial-Luminescence
Difficulty: Low
Part Count: ~3700
Roblox
Tower of Celestial Luminescence
Check out Tower of Celestial Luminescence. It's one of the millions of unique, user-generated 3D experiences created on Roblox. initially a solo remorseless tower for the silent abyss contest
now being nerfed to intense for zone 8 (it didnt pass sa)
gameplay, design etc: 10/10 done (OH MY GOD)
nerfing: 10/10
lmk about jumps that need to be bu...
thlah 04/04/2023 5:21 AM
Tower of Vicious Interludes by @best builder (Sweet_video)
Game Link:
https://www.roblox.com/games/11348995916/Tower-of-Vicious-Interludes
Difficulty: High
Part Count: 3921 (edited)
Roblox
Tower of Vicious Interludes
Check out Tower of Vicious Interludes. It's

Minus all the messages about confirmed towers and miscellaneous messages not related to the towers on the whitelist, all you have to do here is legit say that over half of the towers, especially those from 2019 all the way to 2021 and even 2022 to an extent in the tower whitelist are outdated and wouldn't get into any of the upcoming areas and instead be used as monthlies instead. You also already have towers ingame, both permanent and monthly that could still be on the

whitelist, and haven't been removed yet, so just do that, and the number lowers even further!

Better yet, just mark these towers that aren't getting in as permanent content with an M reaction if the tower, if decided by the JToH Team, has no chance of getting ingame as permanent content, rather, it has a better chance of getting in as monthly content.

There's also just towers that you or the rest of the curation team could just briefly give their reasons like with what you did with the Silent Abyss submissions.

Vendetta, you contradict yourself with saying that you or the JToH Team don't have time to go through over a hundred or so towers when all of you had time to give feedback to at least the people that didn't even get their towers in the Top 32, especially those who asked for why their submissions didn't get accepted into the Top 32 getting satisfactory enough answers to their questions, compared to leaving people that don't even know if their towers for Zone 8 got considered, polled or not.

This also personally happened with me during Zone 8, as I found out that two of my towers, Tower of Trigonal Descent and Tower of Purified Illusions' revamp, which were very positively looked at by the curation team with some outright stating that they wanted it in the game, like Temmeh with ToTD or Urchin and Artemis with ToPI, or the community wanting them in game, were never actually polled in the first place and I was asking left and right as to why it didn't get polled and never got an answer from anyone from the curators, devs or staff members.

And you know why?
Because they think it's going to start some drama or issues if they gave out the results or answered me about it, when them being so secretive about it and withholding very important information from the creators of the towers ironically makes the problem worse in the long run, especially if they end up lying and giving false hope to people that are expecting their content to get accepted, only for them behind closed doors to hate the tower and leave it out of the competition, with said creator of the tower having zero idea on what to do or how to improve their tower's chances of being considered for the next upcoming area, and just being left to figure it out themselves.

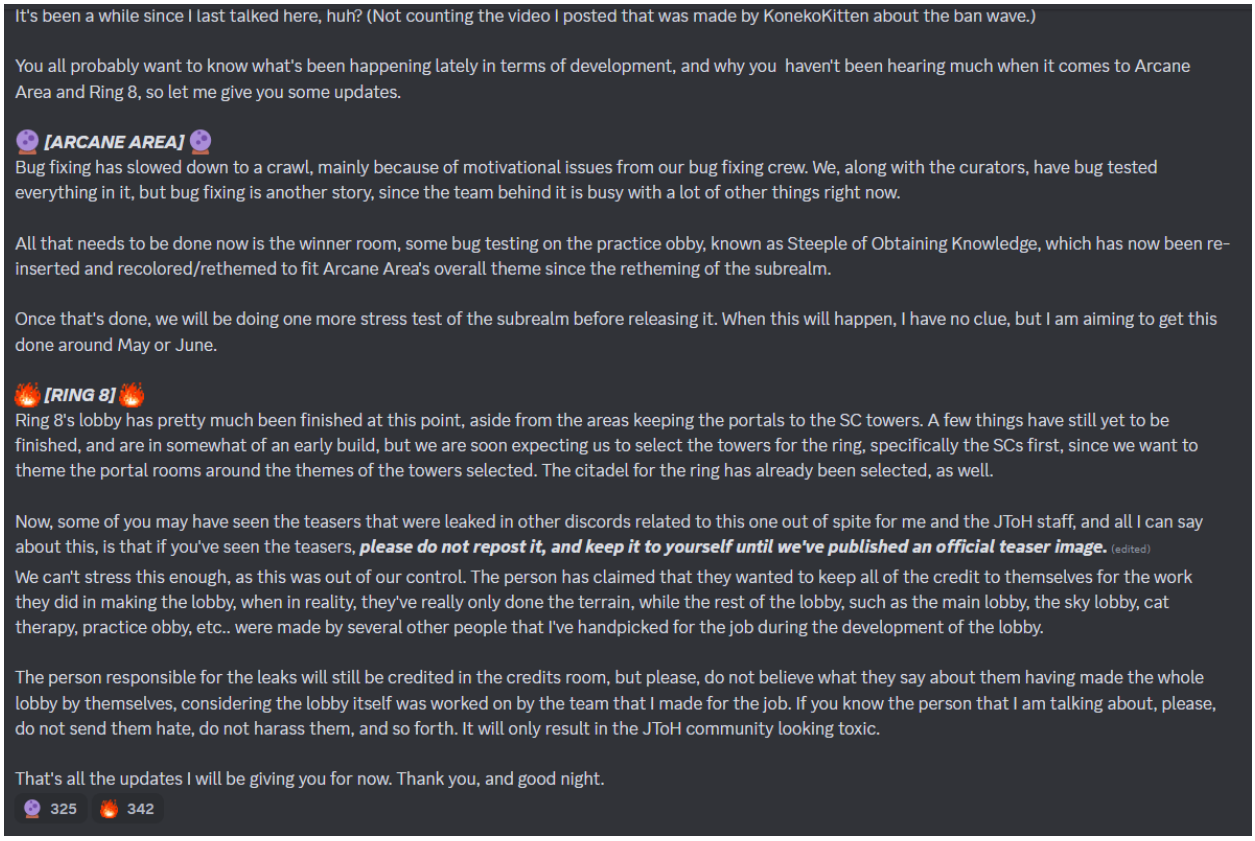
And for what? Not starting drama? Grow the hell up.

Also, when it came to development or curation-related matters from my end, the JToH Team would usually be pretty chill with whatever I added, only for them to all of a sudden take an issue with it after the upcoming area is released to the game, especially if it's something they heavily restrict me in updating or working on ingame, only to then flip the whole script on its head and say it was my fault, ***despite the fact you guys restricted me in the first place???***

Not mentioning how they would just sugarcoat their opinions on my reviews and contributions, not telling me outright as to what I'm doing wrong, up until the day I reviewed Tower of Uncontrollable Ire when it finally managed to get Gamma pissed off enough to talk shit about me and say that I was reviewing towers incorrectly, which, again, you guys flip the entire script on its head when it doesn't go your way, despite you initially having no problem with it?!

You can see this by looking at the comments Gammattor and other JToH Team members say about me prior to ToUI's review, but after ToUI's review, Gamma started to shittalk me, publicly shame and humiliate me, especially moreso after my demotion when other JToH Team members and even known community members joined in on talking negatively about me rather than pointing out some of the positive changes I made to the game.

Finally, remember way back in 2020 when I would write actual blog post-esque messages in the #updates-and-teasers channel about how development in an upcoming area is coming along?


It's been a while since I last talked here, huh? (Not counting the video I posted that was made by KonekoKitten about the ban wave.)

You all probably want to know what's been happening lately in terms of development, and why you haven't been hearing much when it comes to Arcane Area and Ring 8, so let me give you some updates.

[ARCANE AREA]
Bug fixing has slowed down to a crawl, mainly because of motivational issues from our bug fixing crew. We, along with the curators, have bug tested everything in it, but bug fixing is another story, since the team behind it is busy with a lot of other things right now.

All that needs to be done now is the winner room, some bug testing on the practice obby, known as Steeple of Obtaining Knowledge, which has now been re-inserted and recolored/rethemed to fit Arcane Area's overall theme since the retheming of the subrealm.

Once that's done, we will be doing one more stress test of the subrealm before releasing it. When this will happen, I have no clue, but I am aiming to get this done around May or June.

[RING 8]
Ring 8's lobby has pretty much been finished at this point, aside from the areas keeping the portals to the SC towers. A few things have still yet to be finished, and are in somewhat of an early build, but we are soon expecting us to select the towers for the ring, specifically the SCs first, since we want to theme the portal rooms around the themes of the towers selected. The citadel for the ring has already been selected, as well.

Now, some of you may have seen the teasers that were leaked in other discords related to this one out of spite for me and the JToH staff, and all I can say about this, is that if you've seen the teasers, ***please do not repost it, and keep it to yourself until we've published an official teaser image.*** (edited)
We can't stress this enough, as this was out of our control. The person has claimed that they wanted to keep all of the credit to themselves for the work they did in making the lobby, when in reality, they've really only done the terrain, while the rest of the lobby, such as the main lobby, the sky lobby, cat therapy, practice obby, etc.. were made by several other people that I've handpicked for the job during the development of the lobby.

The person responsible for the leaks will still be credited in the credits room, but please, do not believe what they say about them having made the whole lobby by themselves, considering the lobby itself was worked on by the team that I made for the job. If you know the person that I am talking about, please, do not send them hate, do not harass them, and so forth. It will only result in the JToH community looking toxic.

That's all the updates I will be giving you for now. Thank you, and good night.
325 342

Yeah, this is no longer a thing that the JToH Team does nowadays and these update/blog posts would usually get people hyped up about content that was coming out for the game.

And eventually, I think this was around Ring 9, the JToH Team no longer does this outside of giving vague teasers and updates on what's going on behind the scenes, with actual zero clarity on how progress is coming along for the game.

This lack of communication and feedback from them, both in development and between JToH Team members is fucking stupid!
And this lack of transparency and honesty, especially from the JToH Team's end, easily cost not just me my curator, developer or hell, even helper/moderator roles, but pretty much everyone else's JToH Team roles who once were part of the team, said people once that were once part of the JToH Team that ended up being punished, because of terrible communication skills on the JToH Team's end, or just terrible management, all around!

Something as simple as bugtesting is also kept confidential to some extent, especially as Vendetta06, the main bugtester of the game, mind you, won't show

you which towers of an upcoming area have been bugtested and only gives the community a percentage bar for people to figure out, even when the towers have already been confirmed.

For god's sake, just tell them what tower has been bugtested, and what hasn't, it's a much better bugtesting system that actually gets people hyped for the area!

Also, are you truly going to believe what the JToH Team say is 100% truthful, regardless of how they word it, when they've swept countless incidents and dramas like the Decima grooming and Punkynil Incidents, both of which still need actual clarification of what happened under the rug in the past, alongside several other dramas that occurred in the past that they don't want to admit was their fault in the first place, just to save themselves and their reputation because they couldn't be upfront about the incidents and just let people speculate and make their own conclusions, now on top of showing themselves to not even be honest with their opinions towards me and having a tendency to suddenly have issues that they granted me permission to work with, alongside
RESTRICTING AND SUPPRESSING ME?!

It's better to let people know what's going on and to clarify any incidents or drama regarding the game and/or its community up, rather than keep them all, including even some of your JToH Team members in the dark in order to keep a good image of the game and for yourselves, while keeping your dark side behind closed doors.

By doing what you're currently doing right now, you end up making yourselves more mistrustworthy than you already are in my eyes, especially since you're actively interrogating people behind closed doors and threatening them with punishment for letting any of this out, and especially now with this document out for everyone to read and realize how shitty you all really are behind closed doors, good luck trying to rebuild your reputation after I've exposed all these issues.

PROBLEM 9

It's no longer fun to build towers for the game any more.
To put it simply, I don't find it fun to build towers any more for this game.

The last time I ended up enjoying myself in building something for the game was Tower of Purified Illusions' revamp/regangelicized version, and even that, which some people considered a really good tower worthy of getting into Zone 8, didn't once get polled or considered by the JToH Team, as someone within the team

told me that both Tower of Purified Illusions and Tower of Trigonal Descent, both of which the community liked, didn't even once get considered or added to the polls.
Several tower builders in the past, including devs of the JToH Team that still, for some reason, make towers for the game, including myself have considered quitting in the past, just because of how frustrating it is to build a tower that nowadays has to pass a curation system with overwhelmingly high standards that keeps on increasing in how much the JToH Team expects from its tower builders and the submissions being posted alongside known builders influencing people to start doing the same or be left in the dust, until the system ends up reaching a point where no one, but only the best of the best can get a passing tower in the whitelist at that point, let alone ingame.

This ends up with certain tower builders pretty much monopolizing the JToH Tower building scene, especially the more modern areas and especially Zone 8 with towers from Clloy, t_azk, Urchin, Zulpiz and 1fren6 getting ingame, whom have previously gotten more towers in the game than anyone else, especially when Vendetta06 previously during Zone 6's development stated that there was going to be more creator variety. Bullshit.

You might have somewhat remedied this with Ring 6's upcoming subrealm, doesn't excuse the fact you all didn't wait up until now to fix this to get this to happen.

And even then, the towers that the JToH Team did end up picking from builders that hadn't gotten much ingame were considered black sheep picks, and weren't really fondly looked at. No guesses as to why this is, considering they love abusing noclip as a crutch so much to do the least amount of effort when it comes to polls or reviews and allowing basically one or two people to determine which towers get polled and which ones don't.

As a result, especially with the sheer monopoly some of these well-known tower builders nowadays have on this game, making towers, let alone getting one ingame nowadays is just not fun and far too difficult, because curators and the format they follow expect far too much from you nowadays, alongside working off of a fundamentally flawed system, which only results in the tower building scene becoming far too competitive and even downright hostile towards new, budding tower builders that get shoo'ed away.

You want a good example? Let's say you're a new builder that's trying to make something for JToH.

You make it decently far into building it, and want to ask for feedback.
Sure, maybe the tower has flaws, but is overall a salvageable tower that, with enough polishing and upgrading, can see itself passing.

However, before you can do any of that, influential people whom have built a multitude of the towers that are ingame, or more experienced builders start talking about how terrible your tower is behind your back without you being none the wiser, to tens, if not hundreds of people viewing the #tower-development channel every day and causing problems to occur where, with their influence alone, completely shut down your motivation on even trying to finish your tower.

Which, again, leads to a lot of hostility and discouragement between veteran tower builders and new tower builders, because they want their tower to get into the game more than the other out of attention more than anything, and it only results in a war between the tower building community that even goes as far into degeneracy with how they act towards one another, such as starting drama for the sake of starting drama with someone, just because their tower could be seen as a potential competitor and risk their tower not getting ingame.

An example of this is what Clloy did to me while I was building my Extreme difficulty tower, which I made for fun while I was on hiatus from JToH.

I had made it decently far into building the tower, making it as far as halfway through Floor 8, only for my motivation to be shattered the moment Clloy ended up shittalking it, which resulted in it getting dogpiled with hate by the rest of the community and by his sheep, all because one influential tower builder said their opinion out in public rather than come to me personally about their problems with it and telling me how to fix it.

<u>And this is why me and Clloy and ex-friends now.</u>

The fact is: You can no longer build towers or citadels nowadays for fun, compared to how it was back in the early days, where standards, while lower, were at least manageable to reach.

Now?

You either waste a lot of your time building a tower that you try to make for fun, yet, because you aren't conforming to what the JToH Team, its curators and everyone else in the JToH Community's tower building scene want to see in a tower nowadays, such as overly complex and varied gameplay with loads of creativity being shoehorned in with bajillion mechanics that don't add much or are expanded upon enough, alongside design that's sharted everywhere that makes the routing too confusing, or basically Clloy-style gameplay, your tower isn't getting added to the game, especially if influential people start swaying people's opinions to follow theirs like blind sheep and turn them against you or discourage you outright from continuing working on your tower, which only ends up turning away new and budding tower builders from wanting to contribute pretty much anything to the game.

Or, you end up busting your ass off so much and work yourself to your absolute hardest in trying to make a tower that checks off everything on what makes a "good" JToH tower nowadays, such as trying to replicate Zone 7 or 8-era towers in terms of gameplay styles that everyone wants nowadays, only for you to realize that by the time you reach the third floor of your tower, you're already burnt out and miserable from having to put so much effort into your project, just to appease an otherwise flawed system and insatiable community that doesn't always guarantee your tower or citadel getting added to the game, and even if it did, doesn't always guarantee it getting a positive reception.

RisenArtemis DMs
(DMs were taking place right after the Garden of Eeshøl contest results)
https://i.gyazo.com/b5c2b3d58bb02d680002dc12977ee3b1.png
https://i.gyazo.com/bf2daccc017d52151fb6e622256ca5bc.png
https://i.gyazo.com/2f2d76013d2e8d06de89294269d01fce.png
(Conversation steered into a bit of personal territory, but I rerailed it back to what it was about)
https://i.gyazo.com/2894411e3a02bdead2c1ef54e42b2ce7.png
https://i.gyazo.com/577d0ba944852661a3ea8f1b9e0362cb.png
https://i.gyazo.com/fb0df04fa7f77b9d51cf9c82c69293e7.png
(*Again, the fact the curators are busting their asses off for basically free, voluntary work while the JToH Team profits off of them is just beyond me with how detailed their reviews are, yet, they still haven't been actually paid for this.***)**

And even if you do get your tower reviewed, sometimes, the feedback provided is just not good enough on the curator's behalf, mainly from if they fail it.

For example: You end up adding everything a curator suggests in their first review of the submission, and it ends up failing again the second review, despite you having done as they've asked, only for them to start pointing out other issues that they didn't point out in their first review of it, or just getting another curator instead of the previous one, who ends up pointing out a whole slew of other issues the previous curator didn't mention in their review, even pointing out the feedback you implemented from the first curator is now a problem.

And even after that, there comes the tower polls when curators who haven't even played the tower end up disliking it, and pointing out issues the curator you got didn't point out, with you, the tower builder, yet again, being made none the wiser as all of this is happening behind closed doors, as you are unable to actually get proper answers without threat of the curator revealing what the JToH Team thought of your tower getting punished for doing so.

Talk about a shitty fucking dice roll that comes from a fundamentally flawed system, on top of an overly opaque management.

And even then, they can just not give you any feedback even when you ask for it, or just leave you on read or ghost you outright, even in your DMs, leaving you pretty much to your own devices on how to fix up your tower and get it to pass, or just hope the next dice roll lands you a better chance of getting the tower to pass from a different curator after you submit all the feedback that hopefully makes it better the next time.

RisenArtemis DMs (Continued)
https://i.gyazo.com/28cefad0b720b9ed955dfd7254ca26d5.png
https://i.gyazo.com/4a76908d366fae0cfced2f9942c909e5.png
(Several months later, but I feel like this needs to be included)
https://i.gyazo.com/532684502d792beda21d4f60dee54074.png

PROBLEM 10

Toxicity, elitism and overly high standards.
Remember back when beating something like Tower of Impossible Expectations was seen as a huge accomplishment at the time, or hell, even a Challenging or any tower in the Intense difficulty? Well, that's no longer the case nowadays.

As time has gone on throughout this game's lifespan, people have gotten much better at the game, some even going as far as almost breaking through the

Unreal barrier, which in on itself is a ginormous and godlike accomplishment in the eyes of even the best of the best players of the obbying community.

However, this has unfortunately had the negative side-effect of increasing the baseline for when a player is considered “good” in the eyes of veteran players.

In the present day, beating something like an Intense difficulty tower for the first time is maybe seen as “good” nowadays in the eyes of veteran players, some of whom have stuck around since JToH’s inception and even the KToH era, and it’s always kind of bothered me, yet, the JToH Team and Community never really put their foot down and established an actual baseline of when a player actually becomes good in the first place as to stop this spread of toxicity.

This was made especially worse with the implementation of boost items to the game.

Back when the first set of items was released under the KToH era, it wasn’t such a huge deal and were seen as tools made to help players with beating the towers. No one really paid attention to them except for It_Near when Logan_ISL, Cronku and several other players started to beat Tower of Confusion with them, which saw the implementation of the boost and VM barriers.

Surely, though, over time, more players that didn’t use items grew a dislike towards players that used items, especially players that used the Bootleg Gravity Coil or other items that were considered “boost items”.
This caused drama to start happening in the server as early as 2019, and even I was part of the problem with suggesting that **if the player beat a tower with items that were considered “boosts”, or VM, they would only be rewarded with half of a tower point,** which in retrospect actually seems like a decent enough compromise to a problem nowadays, but that’s besides the point.

The only thing the JToH Team really did to fix this issue so far was add boost/VM barriers to the SC towers and citadels, and labeled what items players used that were considered boost items in JToH, which didn’t fix anything and only made this issue worse to those that wanting to use items as training wheels or to practice a tower, as they become very easy targets for people that don’t use items and are subject to being memed and clowned on for pretty much using training wheels more than anything.

And really, let’s talk about toxicity.

Despite what Vendetta06 told me in our DMs with there being less drama nowadays, such as way back in Zone 8's part of this document where I tried to counter all of his points that he was trying to deflect my criticisms back at me, there's still blatant drama going on every single day in #jtoh-discussion, #general, #tower-development, not to mention the threads within these channels alongside JToH subservers, and even sometimes in the JToH Team-exclusive channels, as you saw with the screenshots provided throughout my development history.

#jtoh-discussion especially is a fucking hotbed for toxicity, degeneracy and for talking negatively about other people behind their backs and spreading rumors about them.

If you also have an opinion that doesn't match everyone else's or doesn't conform to the majority, such as a different difficulty opinion, or having a generally unpopular opinion, have fun getting blasted by everyone that thinks the tower is the difficulty ingame rather than respecting your opinion, including them trying to disprove you of your opinion and making theirs seem like it's the right one while you're in the wrong and inferior for thinking so.

The only reason people don't want to say something like CoWS is Insane, is because if they did, they'd immediately start a war with the JToH Community's higher echelon of players that are able to beat SCs, despite the fact that people whom have beaten CoWS, including some people whom have beaten SCs, claim that CoWS is still Insane despite the wave of nerfs it's gotten and have very good reasons to say such an opinion and back it up.

Case in point being when I managed to sightread CoWS up to near the end of Floor 25 and I claimed that it was Insane for understandably good reasons and ended up starting an argument just from having a different opinion than everyone else, despite having beaten several Insanes prior and even Tower of Suffering Outside, an Extreme-difficulty tower, for god's sake.

As someone with that kind of experience and skill level, I should be able to know what separates a Peak Remorseless from an Insane, and yet, I was never getting the end of it from those who beat the unnerfed version of CoWS, which was miles harder than the current version ingame, even being told to outright to leave the community for being the one to start drama when I was only trying to convince everyone as to why it wasn't Peak Remorseless.

I don't get the logic here as to why me leaving the community would solve the issue, but I left it for completely different reasons altogether.

After that, it was just being told that I had "skill issue", despite having the skill to beat it, which only ended up demotivating and discouraging me from ever trying to beat the citadel, which I haven't touched since the day I got blasted at. Imagine what a new player that just started playing the game has to go through and accomplish ingame nowadays, just to start being called "competent" or "good" in the eyes of a playerbase that, over time, has increased the standards of what sets apart a good player from a bad player way too high nowadays, some even saying you need to beat a freaking Insane to be considered good in their eyes versus beating a Remorseless or even an Intense.

A lot of the time, I see people acting very smug and elitist about this, as well, downplaying people's achievements such as when I first beat Tower of Rage, which at the time was rated as a High Challenging back in 2019, and was seen as a significant accomplishment back in the day!

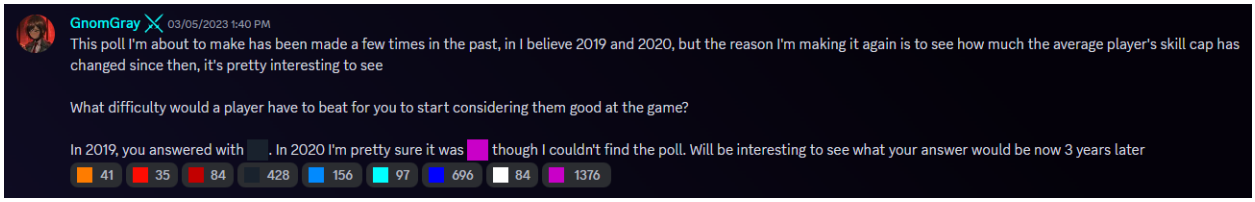
This video pretty much summarizes the issue in a nutshell:
https://www.youtube.com/watch?v=Gtsot4l0ivA

But if you don't want to watch it, here's a TL;DR:
JToH's becoming too lacking in beginner-friendliness, has a toxic and elitist community that sets out a standard that's way too high on what separates a good player from a bad player in the community nowadays, especially on the JToH Discord, due to the lack of a proper baseline that's been set by the JToH Team, alongside a lack of beginner-friendly areas for new players that want to try the game out and are constantly pushed away from it by the community and its veterans.

The solution would just be to make it so that beating an Intense in any way shape or form is the baseline for what makes a good player at that point, regardless of what people have to say about their skill level.

Remorseless, okay, maybe it's understandable to some extent as that's the final difficulty on the normal difficulty scale, but Insane or above is just setting the bar way too high for people to try and accomplish.

This poll, which was hosted by GnomGray, showcases this issue pretty much perfectly.


GnomGray 03/05/2023 1:40 PM
This poll I'm about to make has been made a few times in the past, in I believe 2019 and 2020, but the reason I'm making it again is to see how much the average player's skill cap has changed since then, it's pretty interesting to see
What difficulty would a player have to beat for you to start considering them good at the game?
In 2019, you answered with . In 2020 I'm pretty sure it was though I couldn't find the poll. Will be interesting to see what your answer would be now 3 years later
41
35
84
428
156
97
696
84
1376

Compared to the 2020/2021 results, which I clearly recall having Intense as its baseline, now you have to beat a Remorseless or even an Insane nowadays just to be considered “good”.

Some players still think beating an Intense is when a player starts to get good, but it’s completely overshadowed by the other two leading options.

Fucking ridiculous.

This same principal also applies to building towers for the game, which I’ve already gone on in enough detail about in Problem 9, especially since it’s so easy to get demotivated because of how hostile and demotivating building nowadays is, let alone try to meet the standards it sets out for its builders nowadays to do compared to the earlier areas. I get trying to switch it up and making towers more complicated is the point of progression, but it’s honestly made it more obnoxious and irritating to play the newer, more modern towers nowadays more than anything when I’m failing at understanding an obstacle because of how damn complicated it is to do.

The fact seasoned builders also encourage everyone else to do this, alongside saying that if it isn’t good enough, it’s never getting ingame again and forcing people to adopt a gameplay style they don’t actively want to do, yet, are forced to follow anyway.

There’s a reason why I don’t want to conform myself to this game’s current standards in order to meet standards and satisfy an insatiable community that’s grown to accept the slop on their dinner plate called modern gameplay, and it’s because I find the gameplay frustrating to make, let alone satisfying.

PROBLEM 11

Jukereise is not a strong enough leader for the game and is controlled by her very own Staff and Dev Teams.
Jukereise, for me, has always been an incredibly weak leader of the game.

Despite her having saved the game from dying completely from ObrenTune's bad decision-making and unstable leadership, she still allows herself to be easily corrupted and manipulated by her very own staff and dev teams that want what they want for the game, rather than what she wants her team to fulfill, despite sometimes, albeit rarely, getting a solo project of hers done.

Hell, during my time spent as a developer for the game, I've consistently had to spearhead and take charge of getting upcoming areas for the game developed, while she only chimed in here and there to give feedback to the game we were working for her, while she just sat back, watched and let us do our thing without doing much herself, except uncommonly come in and give feedback and a to-do list despite us almost already being finished with the product.

Simply put: Jukereise is a figurehead and a puppet nowadays for the JToH Team, and some people like Artemis definitely agree with me on that front.

Whether or not what she stated here is outdated or not isn't up for debate.

RisenArtemis DMs
https://i.gyazo.com/3da8f44b57c3ba52cd42252014cb7bc7.png
https://i.gyazo.com/c72754824d9c4ac8d0194e0e6e194be6.png

And even when Jukereise does come up with her own ideas that she wants ingame, it doesn't mesh well with what the community, or her own team wants.

Sometimes, she makes decisions on the fly rather than sit down and talk with us weeks in advance, which leads to a huge disconnect between basically everyone involved in the game's development, which leads to constant arguments between us and her on what she wants versus what we want, further contributing to the amount of lack of organizing and making it even more frustrating and annoying to work on the game.

She also has ***massive*** motivation problems, as well.

It was especially apparent when I first joined the game as a developer, as we had to always ping and get Jukereise to finish ToAST, ToWEL and ToMH, three towers of hers that had to be worked on and finished until Zone 1 released.

And even then, that's not counting the citadel she also wanted to work on that was later released down the line, coupled with finishing Steeple of Pursuit for Forgotten Ridge, as well as getting the event season bosses like Darklaus, Aradiant Guardian and especially Xeria & Aklough finished, dear fucking god, X&A was a nightmare for her, especially with the amount of pressure being dogpiled on her on top of the amount of trial and error she had to do to get the boss and its attacks working proper.

And even during all of that on her plate, she ended up starting new projects despite having so much to work on, like suddenly autoconfirming CoHaD for Zone 3, but later moved it to Ring 3 when it wasn't even close to being finished, which she was stuck working on for 2 and a half years on when she could have finished her initial projects first, alongside working on CoWS and ToO, the latter of which was a work in progress for 4 years!

Started since Zone 1's development, which mind you, was during 2019, and only managed to finish it just recently and publish it to Ring 4 around April 2023.

And even then, the reception Tower of Oblivion got was objectionably much lower than what CoHaD got, despite its ambitious gameplay and creativity, alongside all of the other issues that made people initially not like it.

She also doesn't really partake or host tower polls with the rest of her team, although rarely, she helps out by giving her votes on them, yet, from my knowledge, hasn't interacted that much with us when it comes to confirming and selecting towers for upcoming area and enforcing what she wants in terms of tower candidates, further disconnecting the team from her as it feels as though she isn't even engaging enough with us, or the community.

Ironic, as she as the owner of the game originally had a responsibility of playing through the towers that were passed by the curators back in 2019, and confirming them for the game or not, depending on whether or not she liked the tower in question.

Not saying this was a good idea, as this has its own problems of allowing one person to confirm content for the game that leads to bias and disagreements,

especially with Forgotten Ridge having pretty much autocofirmed SoP, SoFM and SoWP, all three of which are not liked by the community at all.

However, her not voting with us shows how she isn't connected with the team enough at all, especially with the JToH Staff wanting to keep certain people like Paramocks, Ludovinci and other ex-JToH Team members and ex-KToH Team members banned, whereas she wants Paramocks and other ex-JToH members that got banned to return on the server and give them another chance.

Jukereise has always had a huge issue in regards to managing the game and its community and team as its owner, coming up with ideas spontaneously and intervening with our work schedule while we're working on the upcoming area or event for the game, rather than coming up with it several months in advance for us to work with, failing to give concrete details as to what **they want** for their game rather than what **we want**.

You'd think as the owner of the game, Jukereise would have a solid, firmly-planted idea on what they want for the next upcoming area, or what the dev and staff team should work on next together as the game's owner and leader, but no.

They just allow their staff and devs to do the job for them and allow them to decide on what they want, rather than what she wants, which, again, causes conflicting ideologies and disconnections to manifest between everyone in the JToH Team whenever Jukereise ends up wanting something that her team doesn't.

This, in turn, just creates a nightmarish mishmash of ideas to be put into an area with Juke's name and face plastered on the game, which ends up conflicting with one another and it, in turn, alienates many people around my era, with people complaining about being unsatisfied with the current selection of towers that are being encouraged to be made and added ingame and causes more conflicts and bickering between developers as a result.

"***Well, surely someone underneath Jukereise would spearhead the project, right?***" You may be wondering.

And yes. This very lack of management and leadership from Juke's behalf impacted basically everyone working on the game and forced some developers, including myself to take charge of certain projects despite decisions, concepts

and ideas not meshing or matching up with what others in the JToH Team around them want, leading to, yet again, more conflicting ideas and debates that created unneeded discussion and arguments between everyone working on the game, all because of Juke's lack of communication and telling us what she wants for the upcoming areas being worked on, lack of motivation that ended with her being lazy and neglecting her own game, she has shitloads of money on her Roblox account that she can't just put into the game's group funds to pay the tower builders who have contributed basically so much to the game and her overall leadership, which has shown her as a pretty secretive, yet, corruptible individual that was taken advantage of her own team that works on her game.

A huge part of why I've lost interest in the game, especially while I've been trying to work on it for the past few months before my demotion, is that management under Jukereise's leadership has been, and will always be lacking and has been far too inconsistent and frustrating to work on, regardless of how I viewed the game's development over the span of half a decade during its lifespan due to Juke not really bothering to enforce her ideologies for us to work on more.

The fact is that if you allow your own team to take charge of the game and run it how they see fit, could you really call the game: "Juke's Towers of Hell" at that point when you barely even do anything for it any more, except own it while everyone else does the work for you?

SUMMARY

There are many other smaller issues that plague this game, such as the poor, slow and unorganized management spearheaded by teenagers and young adults, and how tower level design is not fun to play through any more.

There's also the removal of the #suggestions channel that was useful for gathering feedback, or just confusing and even outright bad game progression throughout this game, but those are small potatoes that could be fixed and don't need further discussion when they can already be associated with the problems stated above, alongside some parts of my development history.

All of these problems, over the span of almost half a decade working on this game, come together to end up having made this a very inconsistent, but mostly negative experience working on the game, let alone me wanting to make anything for it, whether it be lobbies, towers, or events when I don't have much to work on, except guess what

Jukereise wants, as, yet again, she is not a good enough leader for this game and is too easily corruptible by her very own team.

These are all problems that have held very easy fixes and solutions to them, but as a result of the JToH Team's incompetency and internal problems, and with them not wanting to remedy any of these issues, coupled with the JToH Community's toxic obsession over nostalgia, with said community refusing to want anything in the older areas updated or added to be made more welcome to new players, even if it's as small as a quality of life fix or update, alongside Jukereise's lack of leadership skills and competent management...

Well, these are all problems that will continue to persist, unless significant enough change is demanded from the community to be made to the game by its community and its team that manages the game as is right now. The problems that persist to this day just made the game not fun to work on alongside having to put up with everyone else arguing and bickering over one another and a nightmare in some scenarios where I would constantly be arguing and fighting over other JToH Developers' opinions on certain topics that I disagreed with them on and them assuming I was picking fights with them, such as with Vendetta06, all because Jukereise doesn't want to communicate efficiently enough with us on what she wants.

As it stands, at least to me, this community and its management are no longer worth my time, especially considering the latter being too neglectful and even outright abusive nature towards not just me, but towards other individuals like DispensableArray, Clloy, Logan_ISL, and so many more people that once were part of the JToH Team, who, through a few mistakes, cost them their roles and earned them the JToH Team's mistrust and made them paint these individuals as bad apples in the community, while the former has become far too volatile over the years for me to enjoy being part of any more, compared to how it was back during the earlier years.

I, for over 4 years as a Developer for JToH, have wasted my time and life away working on this game, which was destined for failure from the very start of JToH's inception.

I could have instead spent more time on improving my education and getting a much higher grade than what I got if I had focused on that more, **rather than waste it all on some lobbies and towers in the game that barely got me actual payment.**

I could have spent more time with my family, friends, classmates and co-workers alike, which mattered to me more as a person, especially when it comes to improving my social skills, **rather than focus on talking with self-entitled and self-absorbed**

people who try to convince everyone else in the community, whether they're working for the game's management or not, that they're in the right and there aren't any issues with the game, whom I can't socialize with compared to the people I actually have recently.

I could have spent more time being focused on my job and improving my culinary skills and pursuing my personal interests, **rather than work on a game that, at the end of the day, is too niche and not worth profiting off of compared to all of the other games on Roblox.**

Not to mention: It would have saved me so much stress if I had just never touched this game in the first place, and just stuck with Survive the Disasters 2 or just moved on entirely.

If I hadn't touched it and become part of the community and earned developer from just showing Ciel the frame for Citadel of the Holy Trinity, JToH would have probably died much sooner, especially as development on it was painfully slow and tedious.

Now, though?
I kind of wish I could have just let it die and supported ObrenTune's wishes, especially with what the community and its management has turned into now, compared to what it was like back in 2019 and 2020.

Gone are the simpler times, now replaced with a JToH Team and management that wants to censor, silence and suppress people such as I for simply telling everyone about their time spent in the JToH Team, alongside my problems with the game that I was not allowed to tell anyone about without suffering from some kind of punishment.

The community keeps on craving and increasing standards to insatiable demands, but as a result, new players don't even want to touch this game any more, because of how unwelcoming the community and the game as a whole is, especially with a management that just doesn't know what to do with itself, especially with lack of proper guidance and neglect from Jukereise, coupled with the JToH Team's history of abuse and neglect towards their former team members, especially towards me that I've, for the past 300 or so pages, gone into great detail about.

With that said, though, it's time for me to move on from the community, much like everyone else that once used to be part of the JToH Community that, over time, have become more jaded and pessimistic about the direction the game is heading in.

And I am no different than these people who have been painted as such, who have been wronged by the current JToH Team and its staff team that come off as manipulative scumbags that end up backstabbing you in the end if you so much as make one little mistake, or if they simply hold a grudge against you that they don't want to be transparent about and lie to your face with sugarcoated opinions that, underneath the sugar, is nothing but bitterness.

Really shows you what kinds of people run the show behind the curtains, doesn't it?

I've been rambling on for long enough, and unless if the JToH Team wants to go ahead and fix these issues that I pointed out and actually try for once to genuinely improve themselves as a brand, despite the enormous amount of backlash they will probably receive from this single document alone that is intent on showing everyone how working with them behind closed doors really was like, alongside wanting to ban me from the Discord and the game itself for posting this about them, if they haven't done so already, I won't ever be coming back to this game's Discord server and community.

Especially if they want to prove to not just me, but everyone else in the JToH Community that the JToH Team, especially its staff team are not above wanting to censor someone and remove any trace of them from the game for trying to tell everyone the truth that I want to get out for everyone to see before they suppress, stamp it out and scrub it off the face of this planet, even if I once used to be good friends with some of them.

However, I couldn't give less of a shit as to what happens to them now. What's done, is done.

I will still play the game on occasion from time to time if I am still able to and haven't been banned from it, as I find the game fun, albeit not without its flaws.

If I can't, and I am banned from the game entirely for simply writing and detailing my story on how it was like working for a game that I loved that slowly, over time ended up becoming a nightmare, then I guess it's time for me to finally wake up from it and move on to another community, or start my very own if they continue to cope and insist that I am in the wrong and don't want to admit their wrongdoings and sins that they refuse to confess to everyone, or hell, even fucking apologize to me for directing all of their abuse and neglect at not just me, but to everyone else whom they've wronged in the past.

Now, time for me to end this document off about the members of the JToH Team, and give my **final judgement** on everyone I've worked with.

My Final Judgement

(Messages to the JToH Team members)

(Curator and above, including former members.)

CURATORS

Damjom

You were a pretty cool person all around to review with, until you just kinda stopped reviewing altogether.

Don't know if it's real life getting in the way, or lack of motivation to review towers, but whatever the case: ***When you fucking see it, you shit bricks.***

I do hope the best for you, and good luck with continuing to review SCs when you have the time for them. You deserve your good reputation all around, especially with bugtesting all of the Pit of Misery towers that probably was utter hell for you to go through, and sorry again for assuming you were over 18 and made a dumb dick joke because of how deep your voice is, I should have known better.

DuskPyramid

Unfortunately, I don't know much about you.

Although, I will say that you created some stellar fucking towers when you first submitted your tower and had a significant entry into the JToH Team ranks back when you submitted ToNED for Ring 7.

Overall, you should be proud of this accomplishment and being at where you are right now.

Your towers are still some of my favorites in the game, despite some of their issues in gameplay that, with some touch-ups and a few rebalances, could make them masterclass towers.

Keep on doing what you love, my guy, and good luck in the future.

Professor_Skittles

I remember when we both were the first set of people to gain the role of curator and handle the overall quality of this game's towers, citadels and steeples, reviewing towers alongside Coatesultimate1.

These were much simpler times we had, despite some of our conflicting views on some towers that we passed or failed, alongside what the standards back then were.

Thank you once again for keeping me in check when it came to curator reviews during the early years, as this is something a lot of the JToH Team seems to lack nowadays, and being worried for me during some of my worst periods in the JToH Community.

I don't see you reviewing all that much nowadays, compared to how you reviewed in the past, so maybe it's time for you to just move on from your Curator role and find yourself something that you'd actually enjoy doing, or better yet, get a job.

You deserve much better than this.

Zabka

Fuck you, you are the absolute worst and Vendetta06 has a gun pointing at my head after I got banned from the JToH Discord.

Jokes aside, you're alright. You've certainly done your fair share of contributions to the game, some of your towers I don't really like, though, can respect you for, and I can't ask for more as an ex-developer.

Some of your towers ingame are kinda questionable, although, I don't mind them.

Zulpiz

You and Gamma both might be of the same age, as you just revealed to me after this document was initially published, but that still doesn't excuse the fact that you're indulging Gamma and his fetishes in a public server full of young and impressionable minors.

Not to mention how easily you got offended when I gave my thoughts on ToZA ingame after playing through it legit during Zone 5 bugtesting, which was an entirely different

experience compared to abusing the hell out of noclip when I reviewed it, which I wish you and the rest of the curator team could have started doing a long time ago.

Just stop becoming so offended that easily, man.

Other than those issues, thanks for the feedback you gave on Tower of Trigonal Descent, and keep up with the reviews.

Zaikotic & Meowy64

Please pick up your slack and help everyone else with reviewing the submissions instead of leaving only Artemis, Temmeh and Urchin to do all of it, more variety of curators is always appreciated, thanks. If not, maybe get off your Curator roles and find something else you'd actually enjoy doing, considering how reviewing is such a chore nowadays.

Thlah

It's a surprise to see you back on the JToH Curator Team, as I thought you had wanted to quit due to demotivation. Seems like that isn't the case, but honestly, I don't mind seeing you reviewing alongside the other active curators on the JToH Discord.

I remember being decently chill with you, you helped give me feedback when it was necessary with Tower of Mirrored Hecc's revamp and that's all I could really ask of you. Good luck with your return as a curator, and welcome back.

DEVELOPERS

Darkhalisc

You definitely deserved your developer role when you were first promoted, and I still stand by the fact that you still deserve to keep your developer role, despite some of your mistakes like leaking the Zone 6 lobby that got you locked out of developing your lobby with the rest of us.

When I first saw Tower of Journey's End, which later on got rebranded into Tower of Divine Wrath, alongside Citadel of A Cruel Tale, and especially with what you've worked on outside of JToH, I knew you had a great shot at your current position, and here you are right now.

I can confidently say that you are a very talented builder overall, especially with what I've seen with what you've contributed to the game during my time spent with you within the JToH Team. Though, I frankly feel like you can be a bit too impressionable sometimes, which, don't let that turn into naiveté and continue doing whatever you can do for the game.

I hope everything will go smoothly for you for the upcoming areas you and everyone else will be working on. See you around, and feel free to contact me if you'd like, or join my server. You're more than welcome here!

DispensableArray

Let me just start by saying that our connection was… rocky, and kinda inconsistent, to say the least, considering some of the controversy you've been through with your opinions on certain matters that I've already delved well into within this document, coupled with some of our disagreements in regards to JToH-related issues in terms of tower selections.

That isn't to say that we've had some positive interactions during our time spent together as developers working on this game. Hell, as weird and awkward as that weird phase back in 2020 when we both were talking about personal stuff together back when we were "online dating", which I honestly think just amounted to us both telling one another that we loved each other in DMs or were basically just talking about several varying topics and matters in the real world, such as the coronavirus outburst back during the first quarter of 2020.

I still remember being very concerned for you back when the pandemic initially happened, alongside all the other things we said to each other, such as showing you my hobby in fishing and taking photographs. You were 18, about to turn 19, while I was 21, post birthday on my end.

One thing I won't excuse myself for, and still am very regretful to this day are my mental breakdowns that were unfortunately directed at you, along with some of the other curators, developers and staff team that I liked, since that made you, along with almost everyone else perceive me as some mentally unstable freak that wouldn't be afraid to abuse others around them for not doing what they're told on my behalf, and if that ever came into your mind about your opinion of me. I do apologize for that, and even when you recently told me in our DMs that it wasn't entirely my fault, I can't help, but feel that way.

All I can do is hope that you, along with everyone else that were affected by me during 2020 and through most winter season-related breakdowns have forgiven me and can move on from any incidents regarding me lashing out at you, or anyone else, for that matter, even after I'm banned from the JToH Discord.

I truly am sorry.

Fidjo20

I guess you do stuff, like hiding Fidjos? Honestly, I don't know what to think. You seem pretty okay, I think, which does have some iconicity in terms of being an easter egg.

I will say, though, that I am grateful that you picked up the JToH Team's slack on Ring 9, even if it wasn't much in the grand scheme of things, and you did help a bit here and there with a few other things, which I can't really remember you doing.

PsychoticMute

You were quiet and shy, but moved on from being quiet and shy to just being a quiet introvert that I don't know much about, personally. I don't have anything against you, to be honest, although you were a decent colleague to work with.

I still feel pretty bad about how you had to be unfortunate enough to be a victim of the whole CBE_Simon debacle that had to happen, especially as you were a frequent target of him, alongside several other JToH Degenerates whom I know have moved on and learned from their mistakes, but I've already covered this in enough detail throughout 2020 of my development history.

That will never excuse the fact that they've left their mark and mental scars on you as a person, and I'm sorry that you've had to live with this kind of experience while being within this community when you were underage at the time.

Despite that, though, you continue being a strong person that has persevered through that, and grown in terms of mental health, and I am proud to see you having grown into who you are now.

You are an amazing and talented builder to this very day with what I've seen from you and you've made some stellar, if not somewhat frustrating towers to play through during your time here.

Do I hate your towers? No, they're all pretty good outside of maybe Tower of Bent Trauma being pretty nasty sometimes with its difficulty, but I can still absolutely respect them for what they are, especially with what you've contributed to the game. Thank you.

Temmeh8274

I kind of disliked you, up until after my resignation when you came into my DMs and wanted to bury the hatchet between us both.

For that, my opinion on you has shifted quite significantly, and I hold a sense of respect for you now. Thank you for settling these issues between us both, and actually being brave enough to start the conversation with me rather than the other way around and ending it on a good note.

Contrary to what you may think of me: As a straight person who has friends that are bisexual, pansexual, gay, etc., I have a lot of respect to these people for standing up for themselves and discovering their sexuality and who they want to be as people and validating themselves to the rest of my society that's usually pretty conservative, such as the Central Christian Party in my country, which is heavily against the LGBTQIA+ spectrum, and I absolutely go against and do not condone or support them and their members' ideologies.

If you are also going through this kind of experience and challenge in discovering what your sexuality is and who you want to be, I wish you nothing but the best of luck, especially with coming out to your close ones.

Take as much time as you need to with it, but those closest to you, especially your parents, will hopefully be able to understand your position.

The reason for why Temmeh assumed that I was initially transphobic/homophobic mainly stemmed from me initially finding out about Punkynil's interactions with the minor before the whole incident broke out in the Palace of Eeshøl channel and when she first came forward about this, which I assumed at first that Punky was in the wrong and was ruining other transsexual people's reputation, similar to Array's interaction when she was a minor with a mid-20s or something trans woman back before she had joined JToH making very inappropriate and traumatizing moves on her when they were in their teenage years, which had scarred her very deeply and I deeply understand where she's coming from.

Despite how grateful I am that you and I buried the hatchet a week ago, you still have some growing up to do before you can begin to formulate a political opinion, especially at your age.

My co-worker said it herself best: **You are far too young to have a political opinion just yet, even at 16 years.**

As for you being a curator, I will admit: You have definitely started improving a good amount with your reviews, especially with giving feedback, though, I haven't gotten any valid claims as of yet if this is true or not, outside of judging it from your suggestions you provide to tower builders in your reviews.

Back then, I honestly didn't like you and perceived you as a much harsher, yet lazier version of me as the feedback you did provide was rather insufficient. Not the case any more, and your steps are heading in the right direction on that front.

You've also made some decent towers, although, not without some contributions that are absolutely reviled by many in the community, such as Steeple of Hallucinatory Spectacles or some of your other works I personally didn't like playing through legitimately, like Tower of Break It, Buy It, or towers of yours of similar quality that were considered for tower polls that just ended up relying on their wackiness/zaniness to compensate for rather frustrating and annoying gameplay at times.

However, I do hold a sense of respect to your works, regardless of their reputation.

Urchin

I'll just be blunt: You fucked up hard on the V6 kit and it really cost us time and resources that could have been spent just working with the V5.4 kit more than anything, on top of the fact that you gave us so much radio silence in general throughout event season of 2021 that ended up with its cancellation.

This, I can ultimately forgive at the end of the day now, but I will never forget how it let not just me or the JToH Team down, but the whole JToH Community when we had to outright cancel the planned events for that year outside of Christmas, which by itself was a miracle that it even got finished in the first place, and I still find it to be your fault to an extent for all of this happening over 1 and a half year ago, as you shouldn't have tried to experiment with the V6 kit by utilizing it on the event season.

Not to mention, you didn't help at all in regards to the recent drama that ended up happening near the end of May this year, especially as it only made it worse by you

reposting that image Oscar sent of the minor with Zabregah's permission. That, in my opinion, soured my views on you and made me lose respect for you with the way you handled it instead of, oh, I don't know, pinging a moderator or helper to take care of this?

You did eventually apologize to the victim's sister and the victim himself and later rectified it by going out of your way and finding all the images of their personal images that Oscar had sent and getting them deleted. But again, a misstep is a misstep, and all I hope is that you take into account that you're going to try your best to avoid doing this again.

Now with that out of the way, I don't have much else negative to say about you, other than a few conflicts here and there between us that, honestly, aren't even that bad or traumatizing.

Back when I first got to know about you around 2019 during the Arcane Area contest, you definitely showed potential and that same potential has absolutely carried you now to where you are, with you continuing to improve yourself as a person, on top of contributing your magnum opus to the game in the form of Citadel of Pyramid Escapades.

Seriously, congratulations on the citadel, man, you and your team that worked on it deserve the praise you all get with it, and if this is your last contribution to the game, or if it's that one Catastrophic tower, it surely is going to end on a high note.

You're overall a very nice person to talk to from my time as developer, despite some of our conflicting ideals on what would help improve the game not meshing well with one another.

I appreciate you helping out with giving feedback and reviewing my towers and having us work with our ideas together, and you've definitely contributed quite an amount during my time spent as developer with you. I really liked the memes and moments you shared with us, including myself, where you would showcase videos of you tying ropes between you and Damjom, and it led to some of the funniest fucking shit that I've seen, yet.

Not much else to say here, you've been overall a very fine person to work with, and I wish you the best of luck.

Thai/T_azk

So I kinda forgot you when this document was published. Whoops, sorry, I guess.

Anyways, you were a really good developer all around and absolutely showed your lobby-building skills. When you posted your first tower, Tower of Slipping Through Reality, you absolutely showed potential and you were one of the first people I wanted on board the JToH Team back when I was a JToH Team member.

Now even if your towers aren't the best nowadays, that doesn't mean they aren't bad by any means. It's just unfortunate that so many of your towers tend to get in that everyone tends to scream bias, and to an extent, it kind of is sometimes with the way tower polls are handled, so I'm sorry that you have to receive the brunt of all of these accusations when it isn't even inherently your fault.

If the game is still up after this document, Thai, good luck working on the rest of it. I know for a fact that you've been an amazing asset to the game's dev team, and I hope you will continue to build more amazing builds in the future. Thank you for being a good colleague, and helping me, and most of everyone else build the game into what it is.

HELPERS

Dian

I did not like how inconsistent you were to work with within the inner circle.

Let's just get that out of the gate right away.
Whenever something within your work was pointed out that I had a problem with, such as in CoTaW, ToIB or SoCT, you either tried to rebuke my points and make up an excuse for it that stirred up unnecessary arguments between us, unless if it was a game-breaking issue or if the problem was commonly pointed out by others that had similar issues, despite the fact some people absolutely detest CoTaW because of Floor 9 alone with its 2D section, and you continue to blissfully ignore it, or make fun of people for "sucking" on it or deflecting their criticisms back at them when the gameplay integration and execution on your end was just dreadful all around, something you being unable to recognize being one of your biggest flaws.

You also refused to give your assistance to me when I asked for it in CoHP when time constraints were blatantly apparent and I was struggling, mentally, only for you to then later down the line became okay with it a few years later after the event ended and

made beating the citadel obsolete, which still baffles me as it was a massive disregard in the team of “JToH Team” on your end.

I also did NOT like how you handled certain situations or incidents, especially when I was undergoing a mental breakdown before I self-exiled myself back in December a few months ago.

One moment, you were supportive of getting DispensableArray back in while we were tightly coordinating everything together, then the other, you’re acting mean-spirited and unpleasant.

Especially notable being on December 2022, where instead of trying to console me, or trying to defuse the situation or doing anything that would have lessened the drama going on in that ticket, you, alongside Stalled just kept escalating the damn argument that ended up with my breakdown getting worse.

You, alongside Stalled, lost any kind of trust or sense of camaraderie I could have had with you two then and there.

Fuck you for that.

I do not hate you as a person, but the choices you’ve made over the course of your time as a helper have been questionable and have seriously lowered my stance on your position.

I hope you improve yourself as a person and learn to take criticism much better compared to now and stop being so inconsistent all around in general. Listen more to others around you and stop thinking you’re always in the right.

You fucking aren’t, Dian.

Grow up.

AzaZeall

You are a bit of a bully, but you're not offending anyone with whatever you’re saying.

I remember you not wanting ToSO to be Insane when it initially was bumped up to that difficulty back when Ring 8 released, but seeing you accept it now being Extreme? Major respect and power move on your end, especially as people genuinely enjoy your tower being a good first Extreme tower for them to beat, despite its shortcomings.

Your towers aren't even that bad as people say they are, either.
Yeah, it's got a bit of a weird jank-ish style to it, but I find them relatively inoffensive at worst from what I've played outside of maybe being kind of annoying with some of the unindicated conveyors and traps, or just insanely fun at best, albeit not without their flaws.

Don't know if you do much for the game and its community nowadays, as I see you just making some comments here and there in the JToH Discord, but I find you to be decent all around.

MODERATORS

GnomPlays

First off, thank you so much for contributing as a league moderator during our time spent together when the sword fighting league was a thing, and obviously, thank you for pinning my recipes that I showcased in my cooking classes in the Discord server!

Very much appreciated, man.

And finally, congratulations on becoming a Moderator for the JToH Discord! I do think you are a pretty cool guy all around, and you're more than welcome on my personal server if you ever feel like joining it.

Ragna

You were always there for me despite the worst situations, despite my vocabulary towards you sometimes, especially during the winter season.

Hell, you and I play the same game together: Team Fortress 2, and I wish we could have done so much more together in that department.
Thanks for being there for me when I beat ToSO, too, I won't forget your kindness.

Although, I do still question on why you couldn't tell me the poll results on whether or not ToPI or ToTD got considered or not, as I later found out they weren't considered from someone else on the JToH Team that actually gave me some sense of closure, rather than continue to worsen the drama.

Was it because of Vendetta06 and the other JToH Team members told you not to, and that they'd be afraid that it would start drama? Because I wasn't mad or pissed off as

much as Vendetta06 would have wanted you all to believe, considering the JToH Team's tendency to keep a lot of important information that would benefit the community and its players behind closed doors.

And frankly, from my experience, you are way too trusting and far too blindly loyal towards the JToH Team in order to notice their flaws and history, which I've already thoroughly covered throughout my development history portion of this document, so I hope this document really opens your eyes on who they really are and actually gets you for once to stand up for once.

I can't really consider you a friend if you continue blindly obeying everything they tell you to do, even if what they order you to do isn't the best decision for you to make on their behalf that ends up benefitting no one, but themselves in the end.

You are, and deserve better than to end up becoming some blind, dumb sheep for a bunch of manipulative and shady scumbags that don't even know how to handle their own members well, Ragna, let alone the fact they've swept incidents and drama in the past under the rug while you just accepted it.

The JToH Team isn't always right as they claim themselves to be, like, look at how sloppily and how they rushed their handling of tower polls and bug testing, as evident with Zone 8 and Tower of Oblivion's launch being riddled with issues, and they end up downplaying it more than anything.

I do wish the best for you in whatever you're going to pursue going forward from this point onward. And once more, I do apologize for everything bad I've said and done to you, but please, stand up for yourself more rather than allow the JToH Staff continue to boss you around, you are your own individual that can voice their opinions on certain matters, rather than continue being pushed around like a punching bag.

Feel free to talk to me in my DMs if you ever wish to talk about anything with me that you've had a problem with, or TF2-related content, or how life's going for you and everything else.

I will always be up for a discussion with you if you wish to stay in contact, or be part of my personal server.

RisenArtemis

You have grown so much since our first interaction, and frankly, I am MAD PROUD of how much you've matured over the years and come so far in terms of the inner circle,

and you still remained one of my favorite moderators on the JToH Discord, even after I took my leave.

Looking back on how impressionable and budding you were back during the days of ToUGH's first submission to now, especially comparing you now versus when you always worshipped fucking Nicki like a goddess and other shit before ToHE got confirmed, you definitely deserve your current role with keeping the game's community in check, alongside doing a very, very solid job overall in reviewing the submissions after I got demoted from my role as a curator.

I can proudly say that I am passing my Curator role onto you from now on, Artemis, and I'll always be here to give you my advice and help if you ever need me when it comes to reviews and walk you through towers that you are unsure of passing or failing.

Keep on going, Artemis. You're always welcome to talk to me whenever you wish to. 😎

1stLuigiBro

You were okay, but that's about it.

I don't have much to say, as I don't know much about you as an individual, nor have I interacted with you all that much. No judgement.

bLockerman666

Where do I start? You have consistently been one of the most chill people I've ever met, interacted with and are overall a very understanding colleague to have worked with.

Cha Cha Cha…

You've had my back from start to finish, and have been a great colleague during my time in the inner circle of the JToH Team. You've definitely made your fair share of contributions to the game that I've taken inspiration from, especially since you and Aamos were one of the first people that managed to score a perfect 30/30 on the old curation system with ToRNI, a tower that still holds up very solidly despite its age, and some very nice pictures of your cats.

Not to say that you aren't perfect, though.
I do think the way we handled the tower crossing update for Thanos Tower wasn't the best and could have been handled better, although I attribute this mainly to it being a JToH Team-related problem, as I recall we both were restricted on what we were allowed to change and what we couldn't, only for the JToH Team to later blame me for

all the issues, rather than allowing me to go back and fix these issues up like they did, while also taking credit for it.

That, and a few insensitive remarks or comments you made, although, I can easily look past that, as you've consistently shown yourself to be a good colleague.

I hope you, and both of your cats have a bright future ahead of you. You've been very fun to be around, and you are one of the few people I could consider an actual friend in the JToH Staff.

My DMs, alongside my server, will always be open for you if you want to talk to me about some things that might be bothering you.

Tintom495

I don't know much about you, and honestly, I don't even know if you work for the game any more outside of being a Discord moderator for the server and occasionally host events for the game's community.

I don't really see you having contributed anything that significant, outside of Tower of Eternal Suffering and Tower of Frightening Nightmare and a bit of Zone 3, but that's about it. No judgement.

NotXenoGeist

No judgement on you, you've just been very silent and I have nothing to say about you, man. Sorry.

ADMINISTRATORS

StalledStorm775

You and I just simply have not gotten along that well together, mainly because we've never interacted all that much during our time together, and had conflicting ideas for the game that ended up with us butting heads.

What I can say, though, is that I remember how much nicer you were back in the early days of JToH, and while you used to be an exploiter, ObrenTune did give you a second chance that you absolutely didn't squander, and climbed your way through the staff team roles during the course of my development history.

I know you've always been grateful for that opportunity.

Now, though? I wish ObrenTune had not made you a staff member and just kept you banned, especially with who you've become today.

There's been situations during my mental breakdowns where you could have worded things much more professionally and better.

Instead, you came off as demanding, questioning and insulting towards me very frequently throughout my time spent in the JToH Team, calling me an idiot for every mistake I made rather than sit down with me and talk things over like any head of staff would do, all the while I was at my most vulnerable in terms of mental health before my demotion really ruined your image for me, and showed me who you really are behind that profile picture: A pessimistic, negligent jerk that should have just stayed banned during KToH.

AwesDoggo is honestly a much, much better person than you ever will be, despite his negligence towards Clloy, because he at least took the time to understand the situation and try not to instigate arguments, while you just ended up doing exactly that.

Not to mention, you are very, very fucking hypocritical for making fun of exploiters and outright going out of your way to bully them, especially when banning them and making getting them to delete all of their badges while falsely promising that they would be unbanned if you told them what to do, only for you to end up keeping them banned, anyway, because of that feeling of power you have over them.

Christ almighty, you're a horrible fucking person for acting like this.

Imagine when you yourself were also an exploiter and were in that same position when ObrenTune threatened to get you banned, but miraculously gave you a second chance if you deleted all of your badges.

Now imagine if you hadn't gotten that second chance, even after he told you what to do. Maybe the JToH Community and the Discord server would have been better off with you, I certainly would have liked it more, especially with how frequently we scuffled against one another. My DMs are still open if you want to apologize for everything you've done to me over the years, chances are, though, I probably won't accept your apology with how bad it was.

Also not to mention that DispensableArray told me in DMs once that you sexted an underage girl that you kept under wraps, apparently? Care to explain and elaborate on

that before it's too late, especially now that this document has been released for everyone to see?

AwesDoggo

Back in 2019, I felt very imposed being around you, especially as you, for a lack of better word, were literally a bear in terms of activity. Sure, you weren't that active, but when you were, you would be very thorough about your opinions and deal with things properly.

I am still grateful for how much you actually took the time to sit down in my DMs and actually talk to me as if I was an actual grown-up person, rather than scream and berate at me like StalledStorm775 has consistently done over the years and let the power get to his head. You, on the other hand, have remained the same as ever.

However, let's face the facts, Awes: You are honestly way too busy with your education and life right now to focus on JToH-related matters. In my opinion, you should move on from the game, alongside giving up your Head of Staff role to focus on that more, especially pursuing what you like doing most rather than moderate a discord server and working with toxic children that let their roles and power get into their heads.

You deserve literally better than this.

Also, during my time, you're almost always inactive, except for giving us bibles worth of text to read through during staff and dev-related matters, although, I won't deny that you were a respectable voice of reason to listen to when the situation called for it.

That's also not mentioning how you basically neglected Clloy's questions about his demotion and him getting back on board the JToH Team for over 1 and a half year despite having a responsibility as a Head of Staff to fulfill, which really showed me just how lazy and negligent you really are as a head of staff when you have bigger priorities to take care of in your life, compared to some niche game on Roblox.

I also still remember how utterly slow you were as a bug tester for upcoming zones, and it more often than not ended up with sloppy releases filled with bugs everywhere for people to report. Honestly, I'm glad we dropped you being the only bugtester of an upcoming area in favor of what we got today, which covers far more bases, the bugtesters just need proper training and to learn how to bugtest more efficiently..

I do find it commendable that you were so thorough with your bugtesting, but it should have been a team effort from the very start, rather than it solely being you, and I'm

pretty sure Vendetta06 didn't take note of this being an issue, considering he replicated your very style of bugtesting for a few areas, where he only considered a tower bugtested if he did it himself. Oh wait.

Vendetta06

You want to know what I think of you, especially now?
You are someone that loves to deflect every single bit of criticism I had to say to you and the rest of the JToH Team that could have possibly helped the game, yet, every time I, or anyone else did so against you, you would try to disprove us at every step of the way, rather than try to listen to mine, or everyone else's demands and talking it over with us properly, rather than being so uncompromising at every turn, alongside emotional manipulation by telling me, or others that I'd be losing trust with the JToH Team.

Just because I, or anyone else opposes a system or management that I found flawed and needs fixing more than it ever needs now, while you just love being a contrarian against me, with your arguments ending up being flimsy at best.

Let's take an example: You claim that you want to avoid drama by not revealing the results of polls for towers in upcoming areas for the game, yet, people, including myself, want to see the results and rest easy so that we know how well our towers performed for said polls, or if it even got polled at all so that we know if we should continue working on it, so that it stands a better chance next time, or move on to something else if a majority of the JToH Team don't think it's getting ingame, which would have given anyone a sense of closure, rather than leaving them to speculate and go mad from it and end up causing drama out of desperation, **just wanting to know how their tower performed**.

Your decision to be so overly secretive about literally everything nowadays has repeatedly caused people to walk away from the JToH Discord and the Community out of frustration, due to them not receiving any actual answers that you, and other members of the JToH Team you've encouraged to do the same thing, have all actively been withholding from the community, because that's how you like to see it, especially tower builders whom you, alongside the rest of the inner circle, think will get hyped up for tower polls for an upcoming area.

Quite the contrary, actually, as you actually make the creators of the towers more anxious, scared and pray if their tower got, or didn't get considered for an upcoming area, confirmed or not, rather than being open about the lineup of potential picks.

And yet, no one's bothered to tell you this, because they are actually afraid of changing the norm too much that doesn't suit your, or the rest of the JToH Team's standard that you've so ever graciously changed for the worse the longer you've been an administrator for this game, and it has been that way with how utterly uncompromising you've been, as someone that's firsthand seen how you've behaved and acted towards others, staff that came before, or after you, and non-staff, especially when you legit blew up at RisenArtemis because she questioned your methods, just because all she and everyone else wanted to know, is if a majority of the Ring 9 towers were played through before polls took place, which, mind you, you still kept secret from everyone and were very insistent about it.

Imagine being that stubborn in how uncompromising you are.

While you both have forgiven each other and are on better terms, this is no excuse to literally lash out at a then-builder at the time, who's now a Moderator that I still bet is afraid of you more than anything, and has opinions of you she doesn't want to share in case she loses her staff roles, knowing how you've behaved behind the scenes from experience.

You also tell me that you are thankful for me contributing to the game for over 4+ years, especially in its development, and yet, I doubt that you actually care about what I've done and just are glad to see a cog in the machine doing its job and how the game is going in the direction to your liking, especially now that I'm gone from the team, and you face basically no opposition or actual genuine criticisms from anyone else around you to tell you otherwise.

I'm also annoyed that you always ask for proof for anything that I point out, especially when I make a case against you, the game and its problems, or anyone else within the JToH Team I have a problem with.

And yet, with my developer and curator roles removed, I am unable to provide this evidence that you're asking of me to begin with, since I don't have access to the channels with said proof within it that you're hiding behind closed doors for me, or could have even outright deleted to save your own hide or someone else's!

You have honestly been scummy as hell for using these kinds of manipulative tactics on me consistently for the past 2 years, as well, with you telling me that I'm starting arguments and fights when it's the exact polar opposite where instead of listening, you're just escalating tensions and the hostility between us both.

You also show your “empathy” and “understanding” side towards me in some scenarios, air quotes included, especially when interrogating me to give up my secrets that I’ve promised not to leak out for that individual’s own safety, yet, you’ve always managed to get away with this by sweetening your words and promises, but somehow, when I ask you for clarification and revealing secrets you may have, now all of a sudden, it’s not okay, and I’m doing something wrong?

Not to mention how you basically lied to me about Gamma wanting me repromoted to Developer during a talk we had in our DMs together after I was to be done with my hiatus throughout Winter 2023, and you have also lied several times in the past a few times during important events and discussions, rather than actually coming out and being truthful about all of these incidents you and the rest of the staff have covered up.

And I can’t even call you good colleague or superior during my time underneath your thumb, because of how several situations, incidents and decisions were handled under your behalf, topped with the fact that we both have ***always*** butted heads and were so utterly hostile with one another in the past during discussions.

Just like Stalled, you’ve let your power get in way over your head and consistently made me look like the bad guy in front of the JToH Team at every step of the way and try to prove that I’m always wrong, when in reality, you’ve gaslit me so fucking much when doing this and even threatening me of demotion just because I’m doing something you don’t like.

You’ve pretty much lived long enough to see yourself become the villain, while I get banned as someone who exposes you and everyone else whom has wronged, abused and neglected me over these 4+ years.

You even did this a week or two ago when confronting me about me writing this document, and told me there was still time for us to talk things over, while ***also*** calling me immature for not bringing this up to you guys sooner and guilt tripping me into thinking I was doing something wrong by starting drama in the community for writing all of this.

In reality, all I’m doing is exposing you people in the inner circle for who you all really are behind closed doors, and simply wanting to tell everyone my goddamn story, finally uncensored for once and allowing me to express myself and tell everyone as to how my time spent on this game’s development was like rather than you and the staff trying to warp the narrative in your favor like you did with the initial resignation document Ragna ended up posting in #epic-stuff.

And yet, you perceive all of this as me trying to start drama in the community, when all I'm really doing is just telling everyone how it felt working within the JToH Team and the issues I ran into that you've all swept under the rug rather than giving clarification or context about, as well as giving criticisms on how you all can improve yourselves as a team, alongside the game you're working on.

Vendetta06 DMs
https://i.gyazo.com/06523c107cf083896742e52b159c8ba5.png
https://i.gyazo.com/93565d9054fe2257e76cb8f6251ffd29.png
https://i.gyazo.com/b1911f3c157579fc17e8488b1895111c.png
https://i.gyazo.com/ea27cd485f2c34ce7dbe852d4940c77e.png
https://i.gyazo.com/c8ed745e9bdb1aafd9852002f7e58ad8.png

This would have been a good time to stop, but no, you pressured me even further.

Vendetta06 DMs (Continued)
https://i.gyazo.com/772b74c7311d5d6558f7d324f0468ab5.png
https://i.gyazo.com/580c68473b292a8ca0c9a4da1a92200f.png

I tried to cover up my tracks with a made-up story, as the JToH Team finding out about me writing the document immediately exacerbated my fears of publishing the document for everyone else to see, especially as something as big as this would still end up causing drama in the community regardless, but for a whole list of other different reasons.

Meanwhile, you, Vendetta06, have time and time again deflected at me over and over and I'm honest to god sick of you keeping this up.

Oh yeah, those two screenshots? I already know who sent them to you, Vendetta06.
I sent those two screenshots to **Logan_ISL**, who ended up getting you to talk to me.

Yeah, the very person whom I trusted to keep this a secret between us both, the very same person, who I called a friend, respected my wishes of wanting me to tell my story to everyone, yet, ended up running to you and warning you of my document rather than keeping quiet about it.

Though, I do understand his reasons for doing this, he should not have kept me in the dark about all of this and should have tried to get someone, ANYONE else rather than you to get in contact with me, knowing both you and I have such major hostilities against one another.

Here is my very last interaction with Vendetta06, before I outright blocked him from ever contacting my DMs again.

Final Vendetta06 DMs
https://i.gyazo.com/1804cf4cc2f912a897662a4141038568.png

Oh yeah, and by the way, about saying that there's still time to talk things over.

AS IF YOU, OR ANYONE ELSE IN THAT TEAM EVER LISTENED TO ME AND MY COMPLAINTS THROUGHOUT MY WHOLE TIME SPENT WORKING UNDER YOU.

We did talk several times as colleagues about our issues with one another, and each time, you told me you would try to do better and listen more to me and not be so stubborn, only for you to eventually start going back to your old ways of deflecting criticisms I had against the game and its development and staff team, as evident with everything you deflected back at me and tried to twist the narrative in your favor alongside the JToH Team's in February 2023 during the Punkynil stuff, which you oh so conveniently also never gave actual clarification on what happened behind closed doors to the community and allowed toxicity and drama to spread, despite having a responsibility during the case to get it all cleared up.

It's so goddamn ironic that you claim you don't want drama in the community and yet, your actions end up creating drama by your willingness to keep everything so frustratingly opaque and secretive as possible from the community, all for the excuse of "hyping" people up for an upcoming area, when they barely, if *AT ALL* have anything to get hyped up about, while people who have towers on the whitelist don't know what the hell is going on during tower polls.

I'm sick and fucking tired of you lying, manipulating and emotionally gaslighting me like this in every step of the way ever since you became an Administrator, especially with me being forced to bend my knees and be suppressed by you when it comes to this.

There's a reason why I made this document, and it's to get information out as to how it's like working within the JToH Team, and that it isn't as all sunshine and rainbows as you, or others think it is.

Even if you think there are problems within it and want to do something about it, you just *talk and discuss,* rather than *actually do something or take fucking action.*

All talk, but no bite.

Simply put, Vendetta06: By the time I started writing this document and got you all to post that resignation letter of mine to my own personal Discord server in #epic-stuff, it was already too late for you and the JToH Team.

You screwed up so many chances of being able to talk all of this out with me and redeeming yourself in my eyes a long, long time ago.

You never once bothered to say goodbye to me when I left or checked up on me during my exile, which you could have done, as you and I were , and still are in the AToS server, nor did you ever contact me during my self-exile from the JToH Community throughout December 2022 to March 2023.

And yet, I'm the immature one here for not coming to you about any of this when you've tried to emotionally gaslight me so many times already in the past, alongside allowing other JToH Team members like Dian and StalledStorm775 to tear me to shreds during December 2022, with you sitting and doing nothing in the background in trying to keep the situation as calm as possible?

I'm sorry, but I don't feel bad about you finally going to pay for all the abuse you, alongside everyone else in the JToH Team that has mistreated and put me through shit repeatedly.

I have ***hated*** working underneath you ever since you became a Helper.

And the higher up you climbed through the ranks, the more you alienated me, compared to when you were a Curator, which personally, you should have stayed as, or as a Developer rather than what you are now.

You've simply let your power get in over your head, and should seriously reconsider your life choices at this point, rather than continue digging yourself deeper than you already have, especially as a person in terms of morality.

If you aren't willing to listen and improve yourself, even the tiniest bit and continue shrugging off and deflecting issues I, alongside many others who also share my

opinions on you as an administrator, who you will continue to ignore, do us a favor, especially yourself with that power fantasy of yours and resign from your administrator and stay as a developer, please.

As a person, though, you are just indifferent to me and I have absolutely nothing more to say about you, except that you've been a scummy and manipulative individual that has guilt-tripped and gaslit people into believing your ideals for the game rather than taking a step back and looking at these issues from these people's perspective.

Good luck with your pursuits in law, or if you decide to pursue coding.
Whatever works the best for you, I honestly couldn't care less.

Vincentl9

I used to dislike you, especially since you didn't give a shit about the game in the past. Hell, I don't know if you still do and now you're just indifferent to me, especially as I don't think you've really done anything that significant or positive for the game outside of maybe moderating the discord server, but that's it.

I have nothing more to say, outside of the fact that your so-called neutrality towards everyone in the JToH Team claim is complete bogus.

Remember treating me poorly during the early years and never really once apologizing for it?
How about not willing to give ex-JToH Team members that you personally had a grudge with, such as not giving Array and Ludovinci an actual chance, the former of which you were being very reluctant towards getting repromoted?

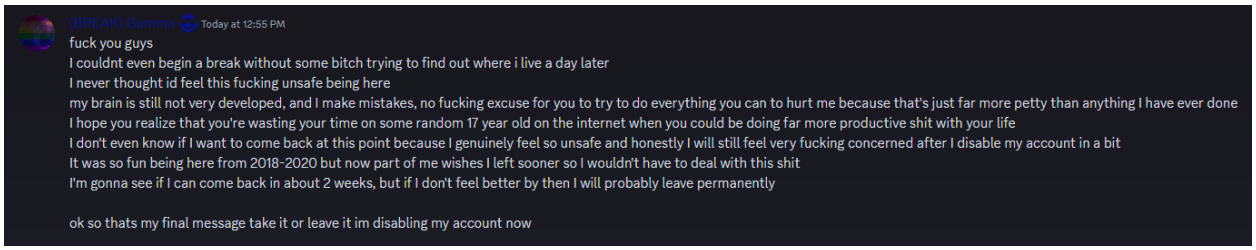
How about you actually learn to forgive and move on from past transgressions for once, rather than live in the past and assume they are still the same people that you had a grudge with 3 or 4 years ago?

Move the hell on from your petty as shit grudges already, it's childish and immature for someone of your position.

CO-OWNER

Gammattor (Final Update, 6/12/2023)

Due to the recent doxxing attempts made on Gammattor, this whole section regarding my opinion on Gamma has been removed entirely and will not be reinstated.


(BREAK) Gamma Today at 12:55 PM
fuck you guys
I couldnt even begin a break without some bitch trying to find out where i live a day later
I never thought id feel this fucking unsafe being here
my brain is still not very developed, and I make mistakes, no fucking excuse for you to try to do everything you can to hurt me because that's just far more petty than anything I have ever done
I hope you realize that you're wasting your time on some random 17 year old on the internet when you could be doing far more productive shit with your life
I don't even know if I want to come back at this point because I genuinely feel so unsafe and honestly I will still feel very fucking concerned after I disable my account in a bit
It was so fun being here from 2018-2020 but now part of me wishes I left sooner so I wouldn't have to deal with this shit
I'm gonna see if I can come back in about 2 weeks, but if I don't feel better by then I will probably leave permanently
ok so thats my final message take it or leave it im disabling my account now

For shame, on all of you that are going out of their way to target the person behind Gammattor's account and trying to ruin some person's life, just because he made some fuck-ups in the past a few years ago, which he's already trying to actively improve himself from.

I never wanted FUCKING ANYONE in this document to be doxxed, and for someone to actually go ahead and do this towards Gamma?

Fuck the hell off, you're not getting jack shit from this.

I don't want this document to have anything to do with this, and for the love of god, stop going after the person behind Gammattor's username and profile picture and leave him the hell alone. He does not deserve this.

OWNER

Jukereise

Oh boy…

Let me start by saying this: Your intentions have always been a huge boon for this game, despite how questionable they've sometimes been during my time spent here as developer and staff when I had the Helper role.

I still have massive respect for you reviving KToH from what ObrenTune left behind after destroying it during 3/3, and I simply cannot thank you enough for that, especially since you've always been very forgiving to many people that have broken rules in the past and are willing to let bygones be bygones, even enduring all of ObrenTune's sabotages and toxicity made towards you and your game, and persevering through so many periods where your motivation plummeted to the floor.

But you always got back up, even if it was slow and hurting the dev team, you eventually got back on your horse.

I, along with many people in the community, genuinely can't help, but thank you for that. And yet, you are severely lacking in leadership and management that ObrenTune at least possessed, coupled with your countless motivation issues that has, over the course of JToH's lifespan completely splintered the game's dev and staff teams apart, leaving them to take control of the game and the discord server for you when in reality, you should be the one doing making those decisions and coming up with how the game is supposed to go, not them. **You've simply given them far too control as of late.**

It has led to so many issues that wouldn't have been present nowadays if you had been more assertive and controlling as owner of the game, such as giving us far more directions and tasks on what to do for the game, what difficulties you want for each area, what the progression should be like and listening to us. And, for your staff team, having them focus on moderating the server's overall toxicity and its community better, and hosting events, rather than allowing your very own team to corrupt you into what they want you to do for them, not the other way around.

You are the bloody owner, girl.
Feel free to make decisions and come up with ideas to implement into the game, whether or not the staff or dev teams like it.

At the end of the day, this is your game we're talking about and not theirs. Not saying that you shouldn't listen to your team's feedback and suggestions if it's necessary and come down to some sort of compromise that can appease the most people, alongside finishing up your remaining projects, rather than always continuing to start new ideas when you already have several on your plate that you need to finish before you continue with your next project. It's been a huge issue for your motivation, and I'm able to tell that you're pretty stressed out, despite having gotten Tower of Oblivion out, yet, the reception is getting somewhat to your head. Don't let it, and have it serve as a motivator for you to improve the tower a little more and listen to the complaints more, then use that feedback to your knowledge.

Finally, please discipline your staff and developers already, especially since they've become more assertive and controlling than you over the years, and have easily managed to corrupt you into giving them what they want for the game, rather than what you want. I very much recall that you still wanted to keep the Gas Giants as areas for World 2, only for a few people to overturn you into giving them what they want.

Sometimes, you just have to force them to follow what you want for the game, even if it causes in-fighting, because that will allow you to root out who is going to cause trouble in the future and be a liability for the game and its management if they rose to a significant role in power, such as most of your administrators right now.
Them being able to control you so easily should not happen so easily in a hierarchy, where you are the owner of this game, outside of your Co-Owner in case it's needed. It's been a long time coming for them to actually get some discipline and for you to push when it comes to shove, especially for someone like Gammattor that I've revealed just a few pages now needs to get off JToH.

Put him in his fucking place already and tell him to drop it with what he's doing with Zulpiz, especially as there's already enough proof that he's far too unstable for his role as a Co-Owner and influencing others around him, and someone else that isn't a manipulative scumbag like Vendetta06, or a pessimistic jerk like StalledStorm, a person as lethargic and uncaring as Vincentl9 that holds grudges, or a negligent head of staff like AwesDoggo would be much more ideal than him.

Good luck on finishing whatever projects you have left on your plate at this point, Jukereise.

I know it may seem very tough with what the drama that's about to ensue with the publishing of this document, but I'm very sure you will eventually be able to brave through this storm. I don't want the game to die, but the JToH Team needs restructuring more than ever now, especially with how corrupt the inner circle and some of the JToH Team's members have become.

Besides, you still gotta get the Soda Slayer and Palace of Eeshøl done and publish them for everyone to play through, especially as people have been waiting for almost 2 or so years now for content that you've promised them, but you, and the rest of your team, have yet to deliver all of this content to them.

You may have gotten Tower of Oblivion out after 4 or so years of development on it, but the reception it's gotten is not the best compared to your other works, and should still go

through improvements that it so desperately deserves, especially if you are so insistent about keeping it at Mid Intense.

See you around, Jukereise.
And thank you a lot for having given me an opportunity for letting me help with your game, even if it was a rushed decision that you might not have had that much of a saying in. You are always welcome in my server, and I'll be here to give you feedback to anything you might need help with.

FORMER STAFF

ObrenTune

You may have originally created the game that so many people nowadays have loved and enjoyed over the years, but that still doesn't excuse the actions you took during throughout 2019-2021 and during 3/3 in 2019 and incidents prior to it, coupled with prioritizing KToH over your education and life that always should be put first and foremost over your very own game, especially if you have a job.

Your mom might have been an ass towards you, but she meant well with you maintaining your grades and social life while you wasted your life away in front of your computer on KToH.

If you would have done that, alongside improving your mental health and had better knowledge of what makes a good game, rather than continue digging your grave deeper, you could have easily continued as the owner of the game, even being able to finish The Great Inferno like you probably wanted to.

Nah.
Instead, you rage like a sore loser because of a few incidents regarding your staff team, such as with Awes back during 2/3 in 2019, alongside mistrust and paranoia with your own team members, which any other sane person that lived their life and treated this game's development as a hobby would have handled much better than you ever could have.

It's laughable how personal it all was between everyone, including your problems with how easy they were to handle. I will say that you handing it over to Jukereise during a mental breakdown of yours was a decent okay choice, just not the best one when Jukeresise still to this day is lacking proper leadership skills and could have learned some things from you before you took your resignation, all because you and your staff

and dev teams were legit 13 to 15 year olds with no idea of how to make an actual good game.

Even after you left, you still attempted to worm your way back into the game's inner circle and take control of it for yourself, still hungry for power, and when that didn't work, you attempted to sabotage the game several times out of spite and contempt through several futile attempts that ended up having some consequences for the game itself, even ending up pissing off Jukereise herself so much throughout 2019 that it ended up demotivating her so much, and has to some extent, still demotivated her to this day, as shown in this document she wrote of her venting about you.
Do keep in mind to whoever's reading this document that this document made by Jukereise is from 2019, and is outdated now, but I want to drive home a point as to how bad it was for Jukereise to put up with Obren during this time:
My Venting about ObrenTune/Obrino - Google Docs

You attempted to reopen KToH and rebrand it as OI:R, which ended up failing, because of your unstable management and personality, coupled with the game in general being far more crude compared to JToH, alongside all of this devolving into a degenerate war of pointless toxicity and arguing between the JToH and OI:R communities, which ended up with the latter collapsing in on itself when it eventually showed that you had not changed as a person in the slightest outright of continuing to make false promises.

You also banned JToH players from being able to play Tower of Hell and OI:R if they had Ring 4's badge obtained, because of hate messages that directed at you, which yes, understandably made you upset, especially when said hate messages contained death threats, but that incident could have been handled much better, rather than what you and PyxlDev did, and didn't need to go so far as it did, despite this reaching a somewhat peaceful resolution between both games' communities.

And finally, you tried to set up your own development team called Vulpine Digital after all of these failures, which saw some activity at first up until it just stopped, up until now, in which the latest blog post shows that you are now once more completely alone and isolated from everyone else around you.

What a sad life to live, honestly, although you got OGCR and your personal server of friends to interact with, which hey, is at least something, I guess.

Wherever you are now, I hope you are doing well, and trust me when I say that I, along with many other people will always be grateful for you pioneering the tower climbing

genre altogether that ended up taking off like it did. Without you, we wouldn't be where we are today.

But please, for the love of god, man, just move on from JToH and the tower climbing genre altogether at this point, and focus on improving yourself now.

It's time for you to start focusing on your life and what you actually want to pursue, instead of continuing to dig yourself further in like this, which hey, you're currently doing as what IceNSalt told me, but don't come back to JToH until you've actually gotten better.

Or, for your own mental health's sake, don't come back, whatever you think will work the best for you.

Nosav

I have absolutely nothing to say about you, except for this.
You were horrible to work with and were a terrible colleague, especially with the amount of drama and fighting that was occurring not just between you and me, but between you and pretty much everyone that disagreed with whatever you said.

Fauxyde

Let me start off by saying that you were such a big inspiration of mine back in the day, and hell, your towers alone got me into the whole Synthwave/Darksynth genre in the first place, which I ended up enjoying and consistently play nowadays through my boombox when I'm at work, or throughout my towers that people enjoy listening to so people can hear the awesomeness that is We Are Magonia alongside other well-known Darksynth artists. Thank you.

That being said, you tarnished your image by being such a depressing emo, adding onto the fact that you're still so spiteful and bitter about JToH itself, even down to the game itself rather than at the community that, to be fair, was very toxic towards you and should not have mistreated you as bad as they did that your bitterness has some merit to.

I get that the community was really toxic towards you, and still is with how they talk about your contributions to the game.

But please, move on from that incident regarding ToIG already, and grow a backbone for once.

Learn to separate the game from its community, because both of them are always going to be two different things. You can enjoy a game for what it is, but you don't need to interact with the community all that much.

I know forgiving people can be hard, considering how you and your work was, and still is utterly trashed to this day by the community, but your mental health just wasn't in the right place at the time during ToIG's development, or hell, dare I say, during ToCN's development while you were still around as a Moderator.

You also just didn't have the proper experience when it came to designing a tower around the Terrifying skill level, either, spamming wallhops, long jumps, thin studs, all of which nowadays would be absolutely hated on in today's standards, so the hate wasn't entirely unwarranted as you claim it to be otherwise, though, seeing as how we barely had any good Terrifyings to go off of, I kind of understand why you had to resort to this kind of gameplay.

My brother in Christ, or Satan, you deserve better than this.
Just move on, already.

IceNSalt

Back in the day when you were around, you were a big inspiration for me, especially since you actually gave a shit about what was going around the server at the time and tried to fix up some of the problems present at the time, even if your wording most of the time was abrasive and mean-spirited, and let's be real, kind of demotivating and way harsher than my curator reviews, as ironic as it sounds, even driving Ciel away from the community several times because you didn't like his style of gameplay.

Getting obsessively pissed off over that? I can't entirely forgive you for, and it's kinda dumb.

But yeah, you not only were an inspiration to me on the server, but you were an inspiration also to me when it came to tower building, giving me good advice and ideas on what to do and what not to do when it comes to building your obstacles, especially when it came to curating.

Yeah, some of your advice now is pretty outdated, but it can still be applied to modern towers where repetition via long jumps, wrap spam and too much camera panning that dragged down the pacing should be discouraged in favor of smooth-flowing gameplay

that you can always see before you and isn't overly cluttered with design overload, such as most Clloy towers utilize nowadays.

Frankly, you actually held proper order and control around the server that unfortunately left alongside you the moment you left the community and the game outright and moved on to another community, that being the Tiered Obbies community.

And whenever we did talk to one another about how JToH's going on, especially during some of my worst moments, you were there to keep me in control and help me back up to my feet. Thank you.

Now, though? After our last interaction before you unfriended me and wanted nothing more to do with me a few months ago, you've shown yourself to have become rather unstable, especially after you joined the Tiered Obbies community, which I did take notice of how frequently you were influenced by many of the people you worked with during STONE:Reborn's development There's a good reason why I left that server and left you to your own devices.

Please, man. Leave that godforsaken place before you end up being even more mean-spirited and mentally unstable than you were after our last interaction, and focus on improving yourself on yourself and your life.

You legit deserve better than to end up like this.
My last DMs with IceNSalt
https://i.gyazo.com/b10aa6063ddf33670a8eaf6e2565e504.png
https://i.gyazo.com/67ad2eafcd59094d8c36fb80caed16db.png
https://i.gyazo.com/18a4aa411e47e04b05945ad315353b53.png
https://i.gyazo.com/e96ef069ad5c4be73292bb9f251bbb88.png
(Image included is what I showcased earlier with Gamma having stabbed me in the back while I was on break from JToH.)
https://i.gyazo.com/b64a61799b2e2feb7876bc7251459481.png
https://i.gyazo.com/4c0cff10cfe07dce0d3645d8bfb00427.png

Now, to be fair, I did word that last message towards you a bit badly on that last image, but I'm honestly just fairly neutral to you now.

Again, I don't recommend you to keep staying in the Tiered Obbies community and just starting on your own project or moving on to something else entirely, especially since, again, you deserve better than what they have to offer you and their petty as shit feud

with JToH and the other obby communities in general that ends up with toxicity issues that can influence someone such as you, on top of everyone else.

I wish you good luck with future endeavors, and hope you'll find yourself actually happy again once you've moved on to people that actually care about you and are willing to be good colleagues, or even outright friends, for that matter.

Ciel_azulsky

Man, you were immature as hell back when I was first promoted, and were constantly on the verge of a mental breakdown at every opportunity that I couldn't help but feel pity for you when you were a developer for the game, especially because of all the hate your towers were getting when some small tweaks and updates would have done wonders for them.

Even constructive criticism didn't help that much, either, but I did my best to help out and be there for you despite some of our differences with one another that ended up with arguments, and I'm sorry if I ever caused you mental health issues.

However, seeing you grow into who you are today, I am absolutely glad how you have matured over the years as a person and learned your lessons, even managing to move on from digging yourself further into that echo chamber of yours called Ciel Speaks that was nothing but JToH hate-jerking from ex-JToH Members.

While the people there were right to express their unsatisfied opinions about the current state of the game at the time when you were in that server, especially nowadays, where I can't help but imagine how bad it would be there, it was honestly a toxic cesspool of hate and scorn that you did a good thing in moving on from and for the better.

And move on you did in the best manner possible, which I can absolutely give you nothing but respect for.

Hell, the fact alone that you even made a new tower that got whitelisted, in this case, Tower of Extreme Tunnel Vision, shows that you are more than capable enough already to make new towers for the game that follow modern standards, while still retaining your style of gameplay akin to classic KToH era towers that I can't help, but be happy to see it still getting positive reception to this day. In a sense, you're one of the last people on JToH that can actually make pretty good KToH-era gameplay.

Even now, I think you are much wiser and better as an individual than people in the server actually give you credit for, and you will always have that sense of respect from

me, regardless of how bad life might seem for you when you're down in the dumps or have a particularly bad day, I'll be here for you to talk to in case you need someone.

Keep on going, dude, you've been growing a good backbone since you came back, and I hope you keep on growing it! My DMs, alongside my personal server are always open to you!

FRANCOJ1119

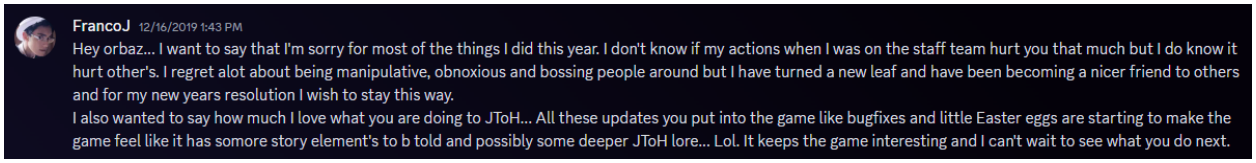
You were always an incredibly chill and friendly person all around to hang around with, who was very unfortunate enough to get yourself into a few controversies here and there that, for whatever reason, were blown way out of proportion, such as ObrenTune baselessly accusing you of pedophilia accusations despite you and the girl you were with both being minors, alongside riding people in a balloon on JToH to the winpad which honestly was one of the most least offenses you could have been demoted for.

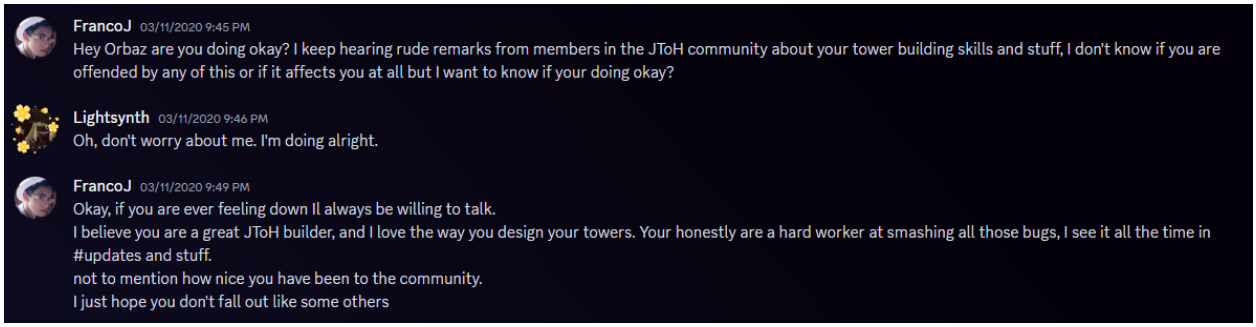
I hope you're doing really well with your current project; VOIDEL, and please, if you ever need someone to come help you out, hit me up and I'll gladly come join you and your team on working on it.

As long as you can lead and show me what needs working on, alongside someone to help you out with your project, I'm here for you.

Thanks again for the old Ring Select GUI before ejobb5 gave it a redesign, coupled with your kind messages towards me whenever I was feeling down.

You really helped encourage me during some of my worse days back in the early days.


FrancoJ 12/16/2019 1:43 PM
Hey orbaz... I want to say that I'm sorry for most of the things I did this year. I don't know if my actions when I was on the staff team hurt you that much but I do know it hurt other's. I regret alot about being manipulative, obnoxious and bossing people around but I have turned a new leaf and have been becoming a nicer friend to others and for my new years resolution I wish to stay this way.
I also wanted to say how much I love what you are doing to JToH... All these updates you put into the game like bugfixes and little Easter eggs are starting to make the game feel like it has somore story element's to b told and possibly some deeper JToH lore... Lol. It keeps the game interesting and I can't wait to see what you do next.


FrancoJ 03/11/2020 9:45 PM
Hey Orbaz are you doing okay? I keep hearing rude remarks from members in the JToH community about your tower building skills and stuff, I don't know if you are offended by any of this or if it affects you at all but I want to know if your doing okay?
Lightsynth 03/11/2020 9:46 PM
Oh, don't worry about me. I'm doing alright.
FrancoJ 03/11/2020 9:49 PM
Okay, if you are ever feeling down Il always be willing to talk.
I believe you are a great JToH builder, and I love the way you design your towers. Your honestly are a hard worker at smashing all those bugs, I see it all the time in #updates and stuff.
not to mention how nice you have been to the community.
I just hope you don't fall out like some others

Cronku

I don't like how the JToH staff has had so much distrust in you over these last following years, especially with how you are now compared to when you were Helper and a developer for the Ring 8 lobby.

It's very clear that they haven't forgiven you for the leaks of Ring 8 yet, especially since they've always kept a close eye on you whenever you've rejoined the server in case you start causing drama, which honestly, you really haven't made any attempt at doing so for the past year or so.

I know we've had our differences in the past, especially internally as developers, but after our last talk together when you returned back to the JToH Discord, I've grown a good chunk of respect for you.

I wish you the best with your projects, if you so happen to be reading this, especially with your final tower in the ToAAA/ToOOO series.

CIloy

What do I even say here? No matter how I slice it, it's going to be a tough pillow to swallow, not just for you, but for me, as well.

Let's start with how we first met.
We met way back in 2019 when I was doing a Ring 1 tower, I believe it was Tower of Rage.

You, a developer working on the game at the time, joined the same server I was in, and took a liking to me compared to so many of the other players that flocked towards you because they wanted special attention, especially after I told them to stop pestering you. And from that day forward, you and I started talking a lot more frequently.

Then I worked on Citadel of the Holy Trinity, which you were amazed by at my potential, which even inspired you to work on your most recent tower that got into Zone 8, Tower of Astral Eclipse, which good job on getting that in, but I digress.

Then I got developer, and I started helping out with the game, and we genuinely bonded like friends during our time together in the dev team.
Compared to now, you would have listened to me in my DMs and vice-versa with me listening to you when either or both of us had a bad day, and pulled one another up from those moments of negativity and kept each other in check.

You were so supportive of me under those times and I had your back every step of the way when it came to feedback with my towers and mental issues you may have had that Logan and I were here to support you for, and you had good intentions back before you lost your developer, just that you weren't in the right place at the time in terms of how mature you were at the time. Even when you were demoted from your Developer role, I still wanted you back in at every opportunity, up until your desperation just became too much and clouded your judgement.

I'm sorry that I wasn't able to save you from becoming the person you are today, especially with what the staff team has put you through and turned you into because of their neglect and mistreatment of you during your demotion.

However, I did want to give you some sense of satisfaction and closure and expose the JToH Team's neglect towards you and the hell they put you through for one and a half years straight, and for that, I hope you can at the very least be satisfied with that coming out of this document.

Now, outside of my DMs, especially now after I took my leave from this JToH Community?

You are such a damn snake for not revealing information to me that could have been helpful to me, or just talking shit about me, or about other people behind mine or their backs without them knowing any better, rather than being a true friend to me and coming to talk to me about your issues with me or my creations in my DMs, rather than trying to re-enact a high school gossip scene between two girls talking shit about that one lonely kid with social and mental health issues. That's the last thing he needs, especially for me to lose my trust in someone I stood up for plenty of times.

Let's not forget how you quote: "*I found it funny that I was the reason Lightsynth got demoted during Ring 9.*"

Yeah, real cool, man. I know you have a right to express your thoughts like this, but have some bloody consideration for me actually reading this kind of stuff before you say anything like this, especially since I'm still very much upset about how I was demoted at the time, and still haven't gotten a proper apology from the staff and dev teams on this, yet.

I just don't tolerate this kind of behavior from you, and I can't really consider you a friend any more when putting my trust in you, as you also have, time and time again, leaked things even after you supposedly learned your lesson.

I don't hate you, but my outlook on you has soured somewhat over the years, especially since you've started to take your level design within your towers in a direction that screams "**creativity and flashy stuff while gameplay and enjoyment is mostly an afterthought**" over "**fun and enjoyable gameplay that combines elements of good design and hints of creativity.**" to balance it out. Even the JToH Team thinks it's time for you to start changing up your gameplay, which is saying something, considering how negatively I view their inner circle of administrators and their co-owner now.

That philosophy, while I can respect your opinion on wanting to focus on that, does not mean I like the overall approach and how you've basically forced this ideology of yours into most towers made by others around you nowadays that follow and outright encourage this style of building towers, while you repeatedly discourage towers you don't like, such as my towers behind my back and claim that it's never going to be added in the game, with even fans of yours going out of their way to continue witch hunting and fanatisizing on your ideologies.

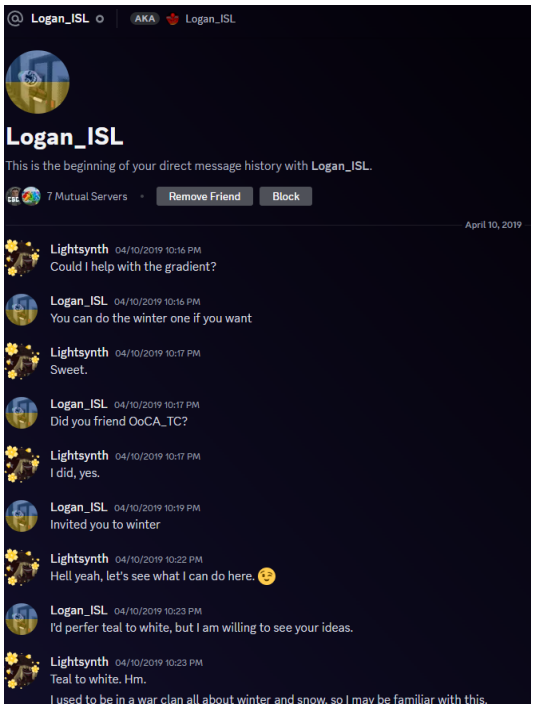
Keep your fucking fans in check, holy fucking crap, dude, you don't even realize just how bad they demotivated me from wanting to finish my Extreme difficulty tower by virtue of that alone.

I appreciate your feedback that you gave me during ToTD and ToPI, but you seriously gotta keep your fans in check alongside any opinions you state in public channels that will get people riled up and go after anything that you say in a negative light.

With this in mind and with me having basically left the JToH Community and publishing this as my last, final message for you, and everyone else to take note of what's gone wrong throughout the years, I am officially ending our friendship that you and I have had for the past 3 to 4 years, but you are welcome to hit up with me and talk to me if you want to give it another chance.

I am willing to forgive you and allow you into my personal server, which you've more than made up for in regards to how you handled the May situation, coupled with talking to me in my DMs about the document. Thank you.

Logan_ISL


Logan_ISL
AKA
Logan_ISL
Logan_ISL
This is the beginning of your direct message history with Logan_ISL.
7 Mutual Servers
Remove Friend
Block
April 10, 2019
Lightsynth 04/10/2019 10:16 PM
Could I help with the gradient?
Logan_ISL 04/10/2019 10:16 PM
You can do the winter one if you want
Lightsynth 04/10/2019 10:17 PM
Sweet.
Logan_ISL 04/10/2019 10:17 PM
Did you friend OoCA_TC?
Lightsynth 04/10/2019 10:17 PM
I did, yes.
Logan_ISL 04/10/2019 10:19 PM
Invited you to winter
Lightsynth 04/10/2019 10:22 PM
Hell yeah, let's see what I can do here.
Logan_ISL 04/10/2019 10:23 PM
I'd perfer teal to white, but I am willing to see your ideas.
Lightsynth 04/10/2019 10:23 PM
Teal to white. Hm.
I used to be in a war clan all about winter and snow so I may be familiar with this.

I still remember how our first ever conversation started with me wanting to help you out with the obelisk for World 1 that you had planned around 2019, and I sure as hell remember this kickstarting our friendship, alongside helping you with getting all 5s in order to get you an egg for the Egg Hunt around that time of the year.

Back when you were a Moderator for the game, you were much more ambitious and willing to put in some work for the game, up until you kinda just stopped, which you had revealed to me around the time I got Helper, being one of the few people of the JToH Staff that told me how the role works and telling me what my job as a staff member was.

And while we didn't talk much around this time, I have always had a sense of respect for you, even after you left your position as a Moderator after AwesDoggo got you demoted.

And then came 2020 when we both really started to talk more with one another, starting off with some development talk about Realms of Purgatory, where you gave me your support on it, despite it not going anywhere at the end of the day.

You have, throughout my time in JToH, always been a good and incredibly trustworthy friend to fall back on, especially in my darkest of times when I was just feeling miserable during college, my Ring 9 demotion, my feelings about the staff team and the JToH Team as a whole, and so forth.

You would always be willing to listen to me in voice chat and talk to me as if you were an actual friend to me, giving me advice and suggestions on what could make me feel better, and just in general being there for me, like an actual fucking friend of mine compared to so many people I've worked and met during my time as developer for this game.

I owe you nothing, but my eternal gratitude during our time spent together in the JToH community, especially when we worked on Bad Tower School together, which I am still pissed off about from it being basically canceled by the JToH Team.

It honestly should have continued, despite how negatively the devs and staff thought of it, and was salvageable despite how some people didn't like it. There was room for improvement on it, and people just didn't want to give it a chance, as it strayed away from the norm, although, it didn't help that you going to college basically axed this series off.

Such a shame.

One thing I will point out, though, you've become too attached towards JToH nowadays.

I explicitly told you to keep this document a secret between us and yet, your overattachment to this game led you to send word of this document's existance to Vendetta06, whom I've told you through this document is an emotionally manipulative scumbag that will do anything he wants to see the game and its community the way he sees fit.

The last person he cares about is you, especially with him repeatedly deflecting all of your points made in JToH:Flawed and was one of the people that wanted us to shut down Bad Tower School, so my trust in you has sunk somewhat for betraying my trust to some degree.

However, as you've stuck up for me so many times in the past and been there for me even in my darkest times, I am willing to let bygones be bygones and forgive you for it this mistake. Even if this document spreads drama around the community like wildfire, despite my intention not being to start drama, but to tell everyone my story about how my experience with working alongside the JToH Team was like, alongside calling out the issues and reveal the many dirty truths the JToH Team has kept under wraps from everyone, including you.

The game will continue to live on even after all of this blows over. Don't worry about the game dying, it's not going to and has a very low chance as is with all the content and gameplay it has to offer throughout it.

Overall, you are still more than welcome on my server. The door to it will always be open for you, friend.

Hell, maybe we'll do some other stuff outside of JToH there together, who knows?

Goose4000

You are very much welcome on my server whenever you want to join it, just gonna say that right away.

You've been an amazing tower builder since I first played through Tower of Wicked Wedges back in 2019, and boy, have you and your towers really stood the test of time extraordinarily well with your more recent towers.

Not so much the case when you were a staff member, as you were very inactive back then outside of posting beanos memes and occasionally talking, but not much else, let's get that out of the way.

However, I do think you getting demoted saved you so much trouble, headaches and from the in-fighting that was going to come in the following years, so it was actually a blessing in disguise for you.

Good luck with your current tower that you're working on, I'm excited to see it get finished, and thanks for all the feedback you've given me on Tower of Trigonal Descent and Tower of Purified Illusions!

AbstractMight/N4_3/2147483647

I'll just start off by saying, you were definitely one of THE most controversial curators that I got to know during my time reviewing submissions alongside you, and I kinda had several issues with you initially when you became a curator.

Some would say you were the absolute worst curator to get when you were around, especially with your inconsistent quality that drove people fucking mad as shit with what you had to say in your reviews, or outright demotivating them. Hell, being considered harsher than me was an accomplishment, but there was almost no substance to your reviews, especially with the lack of feedback you gave to tower builders, which rightfully earned you the ire of many.

That being said, you have definitely grown as a person. For the better, might I add, even if you're a furry, so you get the rare seal of respect from me for opening yourself up to me about you and your issues with the JToH Team and how it affected your mentality that I, to an extent, helped you get over with, and being one of the few furries I don't actively dislike or hate.

Getting to know about your issues, especially after your demotion and even end up forgiving you despite our differences and scuffles with one another in the past when we both talked to each other while I was updating ToUD during Zone 2's audio recovery really made me respect and understand you a lot more, despite some of our scuffles with one another we've had in the past, which I'm sure we've moved on from now.

I do think you deserve a lot more love and appreciation for simply being able to take everything that's being thrown at you with stride and continue walking, rather than just laying down and being beat up by most people, and despite your towers having had some of your fetishes in them, if we leave them out, your towers got some pretty ingenious gameplay and level design to them with a nice variety of creativity and design, which unfortunately are kind of scuffed by the execution in difficulty balancing and gameplay.

It's just, leave out the fetishes and replace them with something more appropriate for this game, since, you know, minors shouldn't be exposed to furry fetishes and references to inappropriate media, and you got yourself some really damn good potential.

You honestly deserve so much better than this, man. Especially at your current age where you're still somewhat impressionable, and it doesn't help with the hate being directed towards you that I would just suggest you move on from JToH and focus on projects and hobbies you enjoy working on or doing, such as Box Land that I know you enjoy quite a lot more working on.

Good luck with any projects you might have in the future, and if you're not going to focus on Box Land, I hope the best for you when it comes to your personal life.

You're always welcome in my server.

Honorable Mentions

These are people that I've had decent connections with, although, I don't know enough about them to give them a special message.

Special mention goes to: ***KEVBloxTime, MegaKirby***, **aamo_s, Knighterisk, CrayZe50, logicchecks, Actolch & Sev6n.**

I never really got to know you guys enough to form a proper opinion or judgement on you guys, but wherever you all are now; **I hope that you are happy in your lives and enjoy what you're doing. Thank you for your contributions to the game.**

AFTERWORD/EPILOGUE

Well, that's about everything I have to say within this document.

If you've actually managed to read the entire thing and didn't just outright skip the whole document, first of all, I want to say a massive thank you for taking the time in doing your part in reading over 390 or something pages, and especially taking your time to listen to not just my development history, but everything else included within this document.

It's been a very long time since I've wanted to share my history and problems with how it was like to work within the JToH Team and its environment, alongside the community, and to finally get it out to everyone that the JToH Team, alongside its management, isn't all sunshine and rainbows as they and some of their members make it out to be, especially more than ever, as I was met with the JToH Team, primarily Vendetta06 protesting and telling me not to publish this document, as it would be causing drama and controversy in the community that they wouldn't be able to handle, and with a likely possibility of killing the game outright in a final attempt to emotionally gaslight me.

Just imagine: Trying to tell your story and experiences as an ex-JToH Team member and documenting all of it for everyone to see, now counts as starting drama in the JToH Team's eyes.
Well, they actually have a good reason to tell me not to release this document, considering the amount of first hand evidence against them found within here would warrant a total restructuring of the JToH Staff Team and even to an extent, the Developer Team and the entire game, especially with the removal and outright banning of certain members, if these people haven't already left the community or taken drastic, if not extreme measures to try and cover this document up or censor it outright for everyone to see and know the truth of what happens within their management.

But by doing so, especially in trying their hardest to censor me and scrub any and all traces of this document, they've already proven my points in who these people really are behind the scenes and how they act towards the truth coming out for, well, pretty much everyone to witness and them finally gaining actual understanding and clarification of what's going on, rather than be allowed continue controlling the narrative in their favor.

Do I have any regrets in exposing all of these issues within the JToH Team, the community and the game for everyone to see, and getting people to know better about what happens behind the scenes?

No, absolutely not.
Quite the contrary, actually.
As to me, finishing this document and getting it out for everyone in the JToH Community to see and be able to witness the crap the JToH Team has kept hidden from everyone for the sake of saving their reputation and no one else's has never felt more satisfying, just to finally tell someone, or anyone for that matter, who I assume has read this and gotten a much, much better understanding of what's going on within the game's management, alongside how the game's development, curation, standards and staff team, now knows how flawed to the core they are and need a restructuring more than ever nowadays, despite their claims.

And that's not even mentioning everyone else who have previously made videos on YouTube that expose JToH's toxicity, flaws and issues that the JToH Team's management has barely done much about or taken notice of, and it's about time they actually did something about these issues of theirs.

Being able to write an actual uncensored version of my first hand experience within the JToH Team, without being told to censor anything or being threatened with punishment, compared to how they told me to write my initial resignation letter for everyone to see that Ragna posted, could not have been any more satisfactory for me.

Especially as pretty much everything I wanted to include within this document was heavily censored in that resignation document of mine that they all ended up posting after I gained their approval, just so that it doesn't start drama in the community, and they'd be able to stay off the hook with barely any damage done to them or their management's structure and allowing them to continue onward as if nothing ever happened.

Whether or not the game's management gets its restructuring that it needs, only time will tell.

Or the management will stay as is and they will continue to repeat these issues that I've pointed out in this document or exasperate them to some degree, even with the possibility of this game's death. Even though, the document is available for everyone to see and read, while there's absolutely nothing they can do about it.

No amount of begging, bribery, sweet talking or convincing on their behalf is going to get me to take this document down, and it's going to stay that way.

Meanwhile, I couldn't care less about what they'll do after the publishing of this document, unless significant changes are made to the game's management and how everything is run, I won't ever be coming back to the community.

That part of my life's chapter is over now, and I can now finally close it and move on, as Vendetta06 ironically stated in my final DMs with him. The difference here, is that I am moving on with my own terms, rather than being forced to comply and continue my life onward, while staying suppressed, censored and silenced by the JToH Team, while they continue repeating these problems and continue allowing drama and incidents to be swept under the rug and for playground rumors to keep spreading.

No more of that and I hope this document ensures this going forward from here on out.

So, what am I planning on doing going forward from here?

Live my life and finally, once and for all, move on from the JToH Community.
Focus on my hobbies and passions, enjoy what I'm doing and maintaining my own community Discord server now, participating or hosting social events alongside my co-workers, friends, Discord community and family alike, focus on upping myself from a 6-hour job to an 8-hour job, get my own apartment, furniture and necessities I need for it, and most likely go to culinary school or a branch of education that focuses on culinary arts once I'm mentally ready for that.

After that, who knows what else I might be up to, I might also just learn to become a chef through experience through trial and error and improving myself.

Does that mean I'll stop playing games or hosting stuff with my community?

Absolutely not!
I probably won't dedicate an extreme amount of hours to grinding anything, such as attempting to grind Citadel of Infinite Void like Skitsuna is doing. (*No shoutout intended.*)

I simply do not have the time for any of that, but I will have time to be able to interact with the community I've set up, and do the best I can to keep a healthy community of my own through my personal Discord server.

So, with that said, thank you all once more for having read this entire 390-page document that I've written for the past 3 months at this point. I hope that you've learned something new from it, alongside being able to learn about the truth of how, what and who the JToH Team was like from my first hand perspective.

Link to my personal Discord server will be provided below for you all to join, in case you may have any further questions for me to answer, or wish to get to know and follow me as a person personally and learn about my life and endeavors.

Light's Kitchen Discord Server: https://discord.gg/aYxwCuCWRQ

And finally, and I won't ask much of you, the reader.
Please share this document as much as you can in order to spread awareness of its existence, in fangame discords, ingame, anywhere for people to see.

Let people that have issues with the game know that they aren't alone with their thoughts and criticisms towards the way the game is currently handled by its management, and that the JToH Team, despite everything they claim themselves to be, are not without their flaws and need internal change more than ever now, especially its inner circle.

You may be warned or outright banned for doing this from the JToH Discord, but the more my story, alongside everyone else's that I've mentioned here, coupled with my criticisms towards the game are heard and witnessed, the higher chances there will finally be some much-needed change within the game's internal structure and management that it so desperately needs more than ever now with how the JToH Team currently handles the game.

Now, I'm not in any way trying to kill the game, but I'm trying to make the JToH Team, especially Jukereise herself listen more to everyone's criticisms, along with them more transparent with what's going on with the game's development, such as blog post-esque updates detailing how progress is coming along,

alongside clearing up all of the drama going on or has happened, and fulfilling the wishes made for the game from its loyally dedicated community and fanbase, rather than continue to suppress, ignore and censor everyone's demands and their ex-members trying to tell everyone their story and time spent in the JToH Team, alongside keeping everyone in the dark as to how it's really going on behind the scenes.

But with that said, until the JToH Team actually decides to listen to any of this, rather than go in the direction they're interested in versus what the community or Jukereise herself are interested in, especially with Jukereise taking better charge, leadership and telling her own team that have corrupted her into doing what she wants for the game, I don't see any of this ever happening in the foreseeable future, unfortunately.

Especially with how the current JToH Team is set up alongside how bad the community has gotten over the years, despite the JToH Team's claims, especially Vendetta06 saying how there's less drama than before.

But that's enough of that. It's time for me to move on from the game and its community.

This has been Ari, a.k.a.: Lightsynth. Thank you all for listening to my story and reading through this exposé, and this will hopefully be my last time ever signing off from the JToH Community. If it, alongside the game even manages to recover from all of this.

May your future shine ever brighter than before, my friends. See you on the flip side.

Peace out.

-Ari "Lightsynth" Safari
JToH Developer and Contributor since May 2019 - December 2022